

electron

A Database Publication

Vol. 4 No. 11 August 1987 £1

user

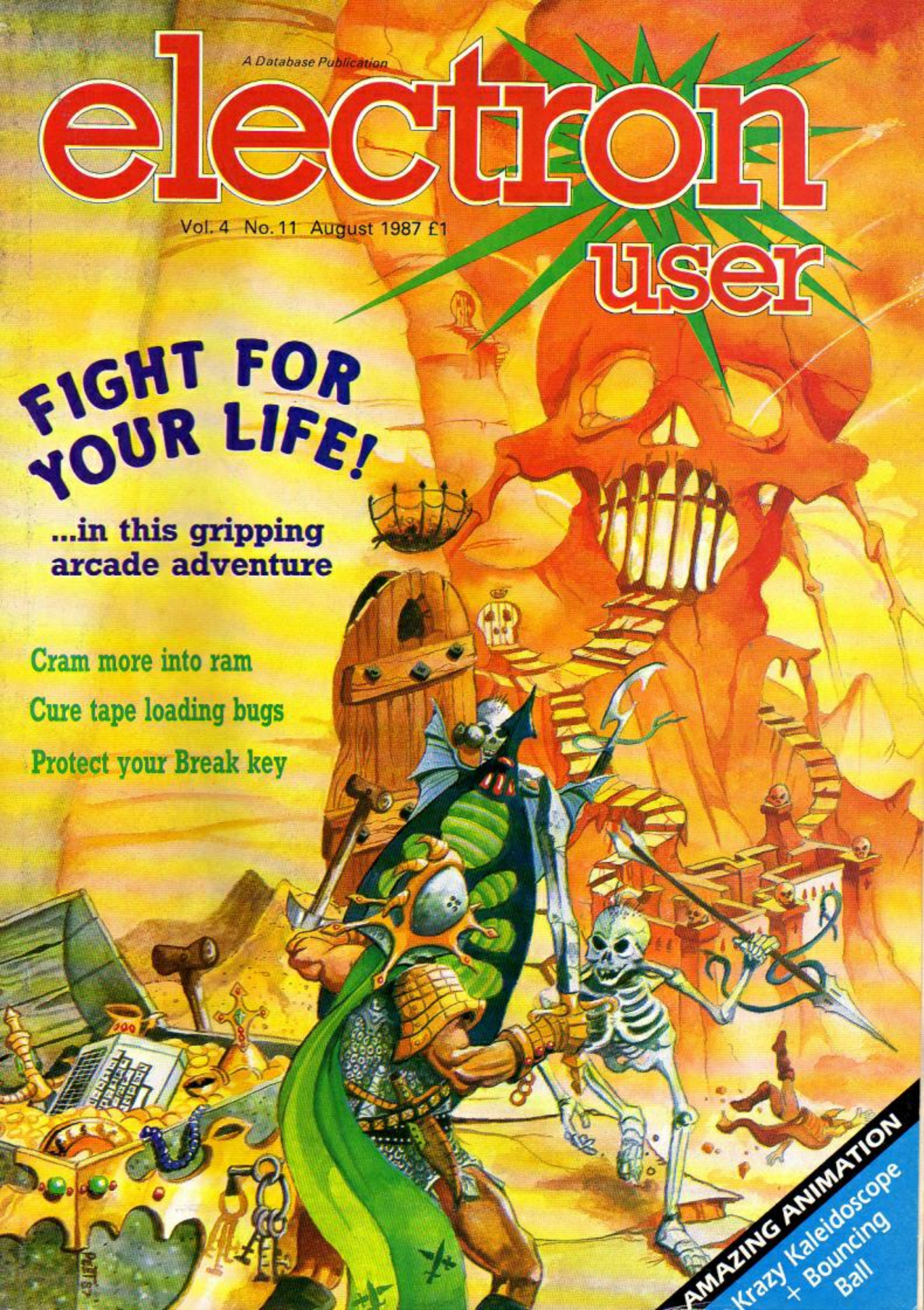
FIGHT FOR YOUR LIFE!

...in this gripping
arcade adventure

Cram more into ram

Cure tape loading bugs

Protect your Break key



AMAZING ANIMATION
Krazy Kaleidoscope
+ Bouncing
Ball

**NOW
AVAILABLE
FOR THE
ACORN ELECTRON**

STRYKER'S Run



Commander Stryker under fire in the city



Battling in the air



An action close-up



Enemy equipment (Enhanced BBC Master version)



A camouflaged battle fortress (Enhanced BBC Master version)

STRYKER'S RUN for the BBC Micro B, B+, Master, Master Compact, and Acorn Electron

Stryker's Run features probably the best graphics ever seen on the BBC Micro or Acorn Electron; the action is intense and the animation is superlative.

The battlefield graphics include cities, edifices, wrecked buildings, trees, gravestones, bridges, despatch-posts, military bases, helicopters and jet ships, with hills and mountains in the background. The Master-enhanced version also includes statues, watch-towers, a neglected cafe, a deserted cinema, aircraft hangars, aeroplanes, trucks and tanks.

For many years, a war has ensued between the Allied Nations and the Volgans. The battle was reaching a stalemate position, but recently the Allies through good intelligence work and some luck have managed to obtain the plans of the Volgan's next offensive. If the Allied Forces can capitalise on these plans they can end the impasse and the war. You play

the role of Commander John Stryker commissioned to take this top-secret information to the Allies' HQ.

Your character in the game can jump, run, duck, fire his laser pistol and throw grenades. He can also board aircraft and fly them, making use of their more powerful weaponry.

Your opponents, the Volgans, have a variety of weapons at their disposal comprising rifles, pistols, grenades, machine-guns, mortars, mines, helicopter gunships, rocket launchers and SAM missiles.

Stryker's Run is one of our most successful releases ever. It has topped the BBC Micro software charts for six weeks and received several glowing reviews: "The graphics are stunning... This should be in every collection" enthused A & B Computing.

Enhanced Version for the BBC Master Series

Stryker's Run is the first release to include a specially enhanced version for the BBC Master making use of its 128K of RAM. An extra 40K of detailed graphics are provided together with additional game features and atmospheric music.

BBC Micro Cassette.....	\$9.95	BBC Micro 5¼" Disc.....	\$11.95
BBC Master Compact 3½" Disc.....	\$14.95	Acorn Electron Cassette.....	\$9.95

The screen pictures show the BBC Micro version of the game. The graphics of other versions may vary.

**SUPERIOR
SOFTWARE**
Limited

ACORNSOFT

Dept. STR4, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

Please make
all cheques
payable to
"Superior
Software Ltd".



24 HOUR TELEPHONE
ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

News

All the latest products and news from the ever expanding world of the Electron.

5

Adventures

More tips, clues and magic spells from our resident wizard as he endeavours to help those stuck in far away and long forgotten lands.

10

Bouncing Ball

An amazing program to demonstrate the power of the Electron.

13

Software

Our expert reviewers tackle some of the latest releases: The Lost Crystal, Around The World in 40 Screens and Survivors are among the software reviewed.

16

Control Panel

Advanced Computer Products' Control Panel is put through its paces.

19

Hardware Review

We try a Mode 7 adaptor for the Electron.

20



Tape Bugs

If you have a LOAD of problems, our tape tips could SAVE the day.

23

Lisp

A look at how to write your own functions and use recursion rounds off this series on Lisp programming.

25



10 Liners

More compact program marvels from our clever readers.

27

Variable Lister

This useful utility will help you keep track of your variables.

29

Adventure Writer

Part II of our guide to developing your own adventure software.

32

Kaleidoscope

Try our micro conversion of this popular childhood toy.

37

Driver II

Our popular View printer driver generator has been upgraded and is now even better than before.

41

Arena

Battle your way through a series of mazes and dungeons in this one or two player game.

45

Overlays

A powerful technique showing how to cram more into ram - run 100k programs on your Electron!

59



Micro Messages

The pages you write yourselves - a selection of letters from our bulging mailbag.

47

Break Protection

Protect your Break key with this easy-to-make hardware add-on.

55

Hardware Projects

Make the most of your Plus 5 or Project Expansions user port.

56



Wallpaper Calculator

Cut down on those decorating bills with this handy utility.

39

Bargains galore!

Don't miss our special offers on Pages 50-53.

Managing Editor
Derek Meakin

Features Editor
Roland Waddilove

Production Editor
Peter Glover

Art Editor
Heather Sheldrick

Reviews Editor
Chris Payne

Advertising Sales
John Snowden
Peter Babbage

Published by Database Publications Ltd

Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.

Telephone: 061-456 8835 (Editorial) 061-456 8383 (Administration) 061-456 8500 (Advertising)

Subscriptions: 061-480 0171. Telecom Gold Mailbox: 72:MAG001. Prestel: 614568383.
Telex: 265871 MONREF G. Quoting Ref. 72:MAG001.

ABC 37,575 January-June 1986

News trade distribution:
Diamond-Europress Sales and Distribution,
Unit 1, Burgess Road, Ivyhouse Lane,
Hastings, East Sussex TN35 4NR. Tel:
0424 430422.
Printed by Carlisle Web Offset.
Electron User is an independent publication. Acorn Computers Ltd, manufacturers of the Electron, are not responsible for any of the articles in this issue or for any of the opinions expressed.

Electron User welcomes program listings and articles for publication. Material should be typed or computer-printed, and preferably double-spaced. Program listings should be accompanied by cassette tape or disc. Please enclose a stamped, self-addressed envelope, otherwise the return of material cannot be guaranteed. Contributions accepted for publication will be on an all-rights basis.

Subscription rates for 12 issues, post free:

£12 UK & Eire (Sterling only)
£20 Europe
£35 Overseas

© 1987 Database Publications Ltd. No material may be reproduced in whole or in part without written permission. While every care is taken, the publishers cannot be held legally responsible for any errors in articles or listings.

The Superior Collection

Volume 3

For the
Acorn Electron

NEW
RELEASE



SYNCRON

Voted
COMPUTER
GAMER'S BBC
MICRO GAME
OF THE
YEAR 1985



REPTON



REPTON 2



KARATE COMBAT



DEATHSTAR



MR. WIZ



SMASH AND GRAB



OVERDRIVE

A New Concept in Compilations

The Superior Collection Volume 3 features one brand new game, Synchron, together with 7 of Superior Software's classic hits for the Acorn Electron.

Synchron is a fast-action game set against a backdrop of an enormous graphically-detailed scrolling landscape. The landscape is, in total, 1024 times the size of the screen. You must endeavour to complete 16 hair-raising missions; in each mission you have to collect a number of power cylinders, land your spacecraft on a runway with each cylinder in turn, and finally locate and bomb the HQ Building. Whilst skilfully manoeuvring your spacecraft between the defence pylons and force-fields, you are attacked by alien spacecraft and missiles launched from the land bases. A superb game, worth at least £7.95 in its own right.

Acorn Electron dual cassette £9.95
Acorn Electron 3½" disc £14.95

Here's what the computer press said about some of the other titles on this compilation package:—

REPTON: "This is an astounding game reaching new heights in Electron arcade adventures." ... ELECTRON USER

REPTON 2: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!" ... ACORN USER

DEATHSTAR: "Deathstar is a super fast, all action arcade classic. It's the sort of game that you can't put down ... The graphics are excellent and the scrolling is very smooth in all four directions. The pace is fast and furious even on the starting screen. This action packed game is recommended for all arcade gamers." ... ELECTRON USER

SMASH AND GRAB: "As usual with Superior products the graphics are excellent, with a good use of colour and no flicker. I expect this game will have you rolling with laughter. I certainly did."

Instructions 95%
Playability 95%
Graphics 100%
Value For Money 100%
... HOME COMPUTING WEEKLY

Awarded
★★★★★
"Top Rating!"

Now available on 3½" disc for the Acorn Electron — due to public demand.



Dept. SCB3, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

Please make
all cheques
payable to
"Superior
Software Ltd".



24 HOUR TELEPHONE
ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

electron user NEWS

Rush to upgrade machines

THE rush by users to upgrade their Electrons to 64k is causing problems for leading supplier Slogger.

The firm's master ram board upgrade has proved so popular that extra space has had to be found in order to store the large number of machines coming in for conversion.

Barry Johnson, sales manager of Slogger (0634 52303), told *Electron User*: "We are working a 25 hour day at the moment in order to get the backlog of work cleared. Our order book is almost full – but that's a problem we don't mind having."

"We are expecting further large orders for ram boards prior to the Christmas buying period".

The advantages of the board are that games speeds can be up by as much as 300 per cent, word processing is faster and there is a built-in turbo driver.

Slogger has brought out a new version of its ram board with a different operating system. This has the ability to run Elite using a joystick, which until now had not been possible on the Electron.

NOT FOR SALE...

Advanced Computer Products, the Electron specialist, has produced a highly regarded new add on to extend its range. But far from considering it as peripheral, managing director John Huddleston has made it the centre of attention.

The product is the result of nine months development by John's wife, Jane, who plays a major part in the business, though he provided the initial programming.

It is expected that Sophie Jane, the third in their series of offspring, will be promoted strongly.

Bad weather boost for Electron games

THE wet start to the summer has helped boost UK entertainment software sales to unseasonably high levels, with Electron games suppliers in particular reaping the benefits.

Average total sales per shop have been much higher than normal, according to figures revealed by national surveys like the weekly Gallup retail round-up.

"The wettest June on record and the daily failure of temperatures to rise above 65 degrees are a possible benchmark indicating how many home computers are staying out of the cupboard this summer", says Gallup.

The boom in games software sales helped to put the Electron in fourth place recently – ahead of Commodore, BBC and Atari – according to Gallup's weekly survey of the share of sales by machine.

Electron users are buying in such quantities these days they are significantly affecting the success of games releases.

Says Gallup: "Nine months following its original launch, Elite found Paperboy once again at the top – this time of the Electron, Commodore and BBC charts."

"The reaction from the Electron-owning population

seems to be the most responsive, with first week single format sales enough to command a high Top 20 individual placing and the title doing enough to make Electron the fourth largest market of the moment".

Recent weeks have seen Electron's share of machine-specific sales creep up behind those for the Spectrum, Commodore and Amstrad sectors which dominate the marketplace.

In terms of the percentage of titles sold, the Electron has been consistently in fifth place, just behind Commodore but ahead of BBC Micro and Atari.

Rhyming tutor

FIVE traditional children's favourites are colourfully featured on Nursery Rhymes, the latest educational program for the Electron from Database Software.

Aimed at children of nursery school and pre-

school age, it uses full colour graphics and sound to make learning a fun activity.

Correct answers help the child complete the storyline of each rhyme, which is played via the micro's sound channel when the task has been successfully completed.

Jack and Jill, Hey Diddle Diddle, Hickory Dickory Dock, Humpty Dumpty and See Saw teach a variety of skills, including word recognition and basic spelling, dexterity and coordination, numbers and telling the time, and recognising shapes.

Nursery Rhymes costs £5.95 on tape and £6.95 on disc.

For more details, see Page 44.

Bingo! It's an Electron

AN Electron is playing a key role in the Alhambra Bingo Club in the West Midlands.

It has been brought in to replace the traditional revolving drum and numbered balls.

By running a program of random selection, it provides the numbers to be called out.

"We've kitted it out with flashing lights and the old ladies love it", John Rush, the club's manager, told *Electron User*.

KNIT ONE, PUSH ONE, MICRO ONE

READERS of *Electron User* have been bitten by the knitting bug thanks to a new suite of programs that went on sale last month.

Knitwear Designer encourages people to produce their own money-saving sweater patterns on the Electron.

And it has had a big impact on knitting enthusiasts – even in the Shetland Islands, traditional home of top quality sweater production.

"Yes, we are famous up here for our knitwear", said Jill Deas who lives on the Isle of Harris, "but perhaps this computer program can teach us a thing or two".

Many people who bought the package have written or phoned to say how much more it can do with a touch of imagination.

"You don't have to restrict yourself to jumpers", said one. "I've designed some cardigans and sleeveless pullovers with Knitwear Designer – and even some woollies for my children's teddy bears".

A reader phoned to say: "I've been able to save a lot of money by using the freehand program to produce knitwear in my youngsters' school colours...a lot cheaper than anything in the shops".

Details of how to obtain the five-program suite are on Page 61.

Memory conserver

A 64k buffer which can be plugged in to any computer using a Centronics printer "and forgotten" is being sold in Britain by Frontier Software.

Manufactured by the Supra Corporation in the US, the MicroStuffer operates very much as a normal printer buffer, but it is a separate hardware device which leaves all the micro's memory free.

The product, connected between computer and printer, automatically buffers any

data sent to the printer, freeing the computer for other work.

Frontier (0423 67140) says MicroStuffer includes a self test which checks the 64k ram on switch-on.

Sales manager Dave Fields said: "For the same price as most printer buffer programs, MicroStuffer will work with just about any computer, can be left under your desk and forgotten about. It will also greatly increase your productivity".

Price £49.95.

Bouncing with the best!

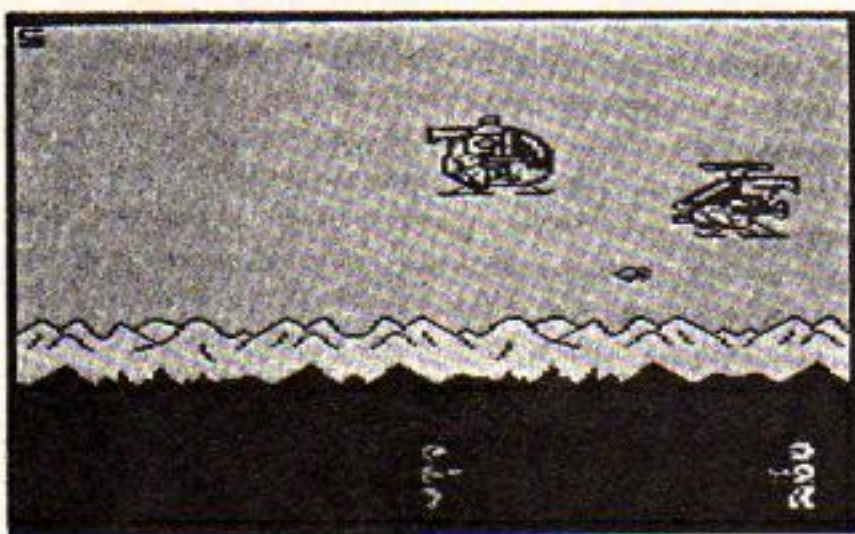
THE Electron is mixing with some high class company in the computer world these days. It can be found rubbing shoulders with the likes of Commodore Amigas, Atari STs and even the sensational Archimedes. The reason for this is that it has joined the bouncing ball club.

The back room boys at Commodore first devised the technique to demonstrate the graphics and sound capabilities of the Amiga. It involved an animated ball boun-

cing round the monitor screen. So effective did it prove that Atari offered its own version when it introduced the ST.

And even Acorn adopted the demonstration when it recently unveiled the fastest micro in the world, the Archimedes.

Not to be outdone, the *Electron User* has got in on the act on behalf of its readers. So if you want to bounce a ball the way that owners of far more expensive machines have been doing of late, turn to page 13.



FOLLOWING an outcry from Electron users, Superior Software has converted Stryker's Run I and II for the machine.

The game, which was a big success on the BBC Micro, follows the plight of commander John Stryker as he battles to get a message to his companions on the far side of a battlefield.

Price £9.95 on cassette. Stryker Run II will also be available on 3.5in disc for £14.95.

Days of valves and Agol

Another claimant for the title of Britain's oldest Electron enthusiast has come forward.

Last month's Electron User featured a story about 73-year-old Ron Panting, who took up computing in his retirement so he could share his granddaughters' hobby.

But Ron was still in nappies when Allan Stevens of

St Andrews, Fife, started school and began the life-long interest in mathematics which eventually led him to Electron computing.

Now 78, Allan spent the last 20 years of his working life as a medical records officer and can remember seeing his first computer in Edinburgh more than 15 years ago.

"I recall the language it used was Algol and it had enough valves to heat a building – I couldn't see a future for it in medical records at that time", he told Electron User.

"But it must have made an impression on me because some time after I retired in 1974 I heard about the ZX81 and got hold of one.

"This was my first hands-on experience and I must confess I was disappointed by the machine's limitations.

"I persevered with microcomputing, however, and became involved with other machines. Two years ago I bought my Electron –

and I've been in love with it ever since.

"My equipment is the unadorned Electron – I can't afford any Plusses – and I'm definitely not interested in games, though I've been typing in the Patience listing.

"That's because there's a mathematical element, and maths and music are my great interests apart from the Electron. I only ever bought one commercial game and that was a boring wash-out".

Bat power

ANOTHER sophisticated way of speeding up the operation of the Electron and offering vastly increased backup memory at the same time has come from Advanced Computer Products.

The Advanced QuarterMeg Ram Cartridge, when used with ACP's DFS, can operate as sideways ram.

"It goes like a bat out of hell", says John Huddleston, boss of ACP (0276 76545).

ACORN^{SOFT} ELECTRON BONANZA

AMAZING OFFERS

VIEW ROM (Word Processor)	£29.95 £14.95
VIEW SHEET ROM (Spreadsheet)	£29.95 £14.95
ACORN PLUS 1 now in stock	£59.95 £49.95

SCOOP PURCHASE!
ELECTRON
COMPUTERS IN
STOCK NOW
Power Supply Included
3 months warranty
£59.95

SCOOP PURCHASE!
ACORN ELECTRON POWER SUPPLY ONLY £9.95

SAVE £££'s ELECTRON PACKS

PACKAGE 1	PACKAGE 2
PLUS 1	ELECTRON
VIEW	COMPUTER
VIEW SHEET	PLUS 1
	VIEW ROM
OFFER PRICE £69.95	OFFER PRICE £99.95

PRIMARY EDUCATION

Tree of Knowledge	£7.95
Sentence Sequence*	£6.99
Word Sequence*	£6.99
Snapper	£6.99
Boxer	£6.99
Talk Back*	£6.99
Workshop*	£6.99

HOME INTEREST BUSINESS

Personal Money	£6.99
Management	£6.99
Business Games*	£6.99
Desk Diary*	£6.99
Graphs & Charts*	£6.99
Theatre Quiz*	£14.95
Watch Your Weight*	£6.99
The Complete Cocktail Maker*	£6.99

*BBC Compatible

● ANY FIVE FOR ONLY **£7.95**

Electron Games Cartridges!!

Plus 1 Compatible

3 Games on one cartridge were £19.95 each

Games Cartridge I contains:

Stockcar, Cybertron Mission, Bumble Bee £14.95

Games Cartridge II

Killer Gorilla, The Mine, Positron £14.95

Games Cartridge III

Felix in the Factory, Invaders, Chess £14.95

MICROPOWER GAMES

Felix in the Factory	£7.95
Croaker*	£7.95
Bumble Bee*	£7.95
Gauntlet	£7.95
Killer Gorilla*	£7.95
Rubble Trouble*	£7.95
Electron Invaders	£7.95
Felix Fruit Monsters	£7.95
Chess	£7.95
Danger UXB	£7.95
Frenzy	£7.95
Felix meets the Evil Weevils	£6.95

*BBC Compatible

● ANY FIVE FOR ONLY **£7.95**

Stock Car	£6.95
Swoop*	£7.95
Jetpower Jack	£7.95
Cybertron Mission	£7.95
Galactic Commander	£7.95
Moonrailer	£7.95
Bandits at 3 O'clock*	£6.95
Adventure	£7.95
Swag	£6.95
Escape from Moon Base*	£7.95
Ghouls*	£7.95
The Mine	£7.95

NEW GAMES

Classic Adventures*

Magic Sword*

Gyroscope*

Dennis through the Looking Glass*

VOLTMACE TWIN JOYSTICKS

for use with Plus
One or BBC
Normally ~~£19.95~~
Now only **£14.95**

Big Value Compilations

Beau Jolly Five Star Games
Computer Hits 1, 2, & 3
Acornsoft Hits I & II
Superior Collection Vol III
Usually ~~£9.95~~ Now Only **£7.95**

EDUCATION SPECIALS

Unkword German	£14.95	Maths 'O' Level II	£12.65
Unkword Spanish	£14.95	Where?	£6.95
Unkword Italian	£14.95	Biology	£12.65
IDO	£12.65	English	£12.65
Maths 'O' Level I	£12.65	Which Salt	£6.95

BBC & ELECTRON AVAILABLE ANY TWO FOR **£3.95**

ELECTRON LANGUAGES

Lisp Cassette	£9.95 £2.95
Turtle Graphics Cassette	£9.95 £2.95
Forth Cassette	£7.95 £2.50

ROM CARTRIDGES

Logo Cartridge	£59.95 £29.95
ISO Pascal Cartridge	£59.95 £29.95
LISP Cartridge	£29.95 £9.95
Starship Command	£14.95 £2.95
Hopper Cartridge	£14.95 £2.95
Elkman ROM	£19.95 £15.95

Joystick Interface & Software only	£14.95
Joystick (Quickshot II with micro-switch) only	£12.95
Elite	£11.95 £9.95
Plus 3 Games Disc	£19.95 £9.95
Superior Collection Vol III (plus 3 disc)	£14.95 £11.95
Magic Mushrooms	£12.95 £2.95
Me and My Micro Book	£2.95 £1.00
Advanced User Guide	£9.95 £2.95

TEL



Name
Address

SOFTWARE BARGAINS

A division of The Micropower Group

Dept EG, 8.8A Regent Street, Chapel Allerton, Leeds LS7 4PE

Tel: 0532-687735

Ansaphone out of hours

Please make cheques/P.O.'s payable to Software Bargains & add 95p P&P

Advanced Computer Products

THE ADVANCED PLUS FOUR

"Disc drive compatibility at long last"
ELECTRON USER, JUNE '86

The Advanced Plus Four (A.P.4.)

- A FULLY ACORN COMPATIBLE disc I/Face for the 'ELK' & Plus 1
- Accepts any standard 5¼" or 3½" disc drive with PSU
- Supplied with 1770 DFS (as supplied on the B+ & Master series)
(A.E.D. is still available for Plus 3 users at £24.15 inc.)
- Page stays at &E00, the same as Tape F.S. NO LOSS of RAM
- Will allow more tape software to be run from disc
- Access compatible BBC disc-based software. No conversion program needed
- Extra sideways ROM socket fitted as standard
- A self-contained, well finished and fully tested product
- No 'short cuts' in design, finish or components
- ROM s/ware includes format, verify, free space and utils.
- Achieve greater BBC compatibility

£69.55 (+VAT)

"I can recommend it to anyone contemplating upgrading to disc".

Electron User, June '86

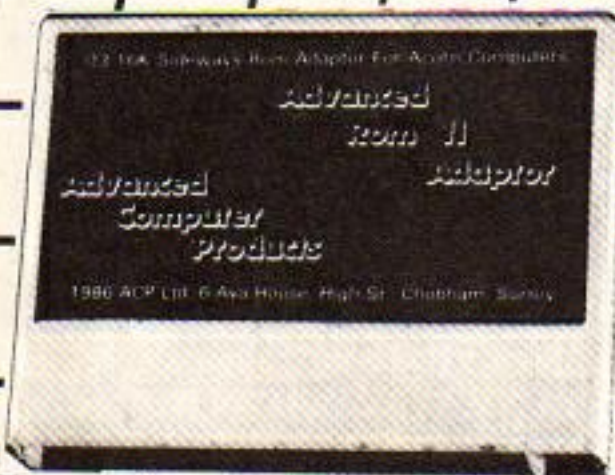
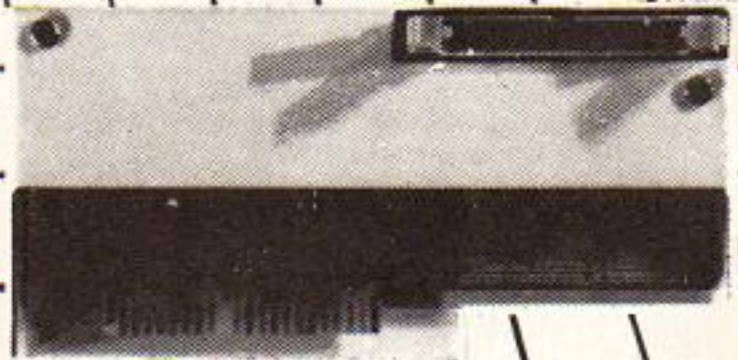
"The AP4 should be considered the standard interface for the Electron".

Acorn User, July '86

AP4 SPECIAL PACKAGE PRICES

AP4 100 = AP4 + 5¼" 40 track S/S including PSU £199.00
AP4 400 = AP4 + 5¼" track switchable D/S including PSU £229.00

These prices include VAT and delivery



THE ADVANCED ROM ADAPTOR II

The Advanced ROM Adaptor II

Our versatile cartridge continues to grow in popularity and demand. This ROM/EPROM adaptor is a quality product fully enclosed in an Acorn approved casing, providing full protection for your valuable firmware! A.R.A. 2 not only allows 8K (2764) & 16K (27128) ROMS/EPROMS but also supports 27513 & 27011 devices (when used with the correct software) for which we are currently developing new products. Fully compatible with the Master Computer & Electron Plus 1 "The best ROM cartridge is by far the ACP ARA2", A+B Dec 86

A.C.P. + Acorn = PLUS I

A.C.P. are proud to announce they are now producing the Acorn Plus I
Introductory Price £49.95 inc VAT

AMX MOUSE

POINTS THE WAY FOR THE ELECTRON USER

AMX MOUSE

Catch an incredible AMX MOUSE! The advanced opto-mechanical device that brings to your ELECTRON facilities once only available on more expensive computers. Now you can use ICONS, WINDOWS, AND POINTERS in your own programs.

AMX PACKAGE

Plug the MOUSE into the user port, and the EPROM into your A.P.5. The latter contains fast machine code routines for creating on-screen windows, icons and pointers. And means that the MOUSE buttons can be programmed for use with commercial software such as Wordwise and View. There are two manuals included, explaining how to operate the MOUSE and the ROM routines, which are available in both basic and machine code programs.

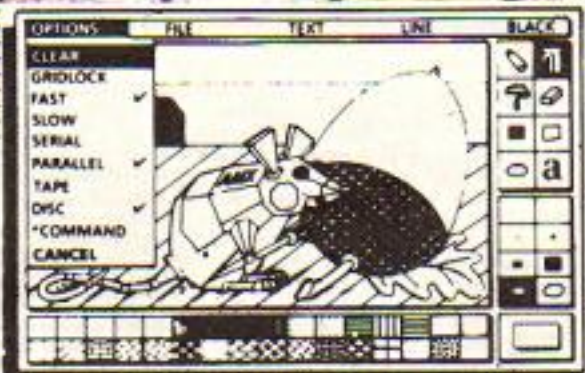
Included in the package are two superb programs:

AMX ART has to be seen to be believed! It's a computer-aided drawing program that's just as good for serious applications - such as the preparation of detailed architectural and engineering drawings or teachers' worksheets - as it is for having lots of family fun! And if you're artistically inclined, you'll be astonished at the quality of work you can produce and save. It makes full use of on-screen menus, pull-down menus and icons: the ideal, easy way for novices to learn and gain in confidence.

ICON DESIGNER is an invaluable program for creating and storing icons for use in your OWN programs.

The ACP/AMX mouse package may be used on an ELECTRON fitted with a PLUS I & AP5. The 'ART' software is supplied on cassette but can be transferred to DISC (DFS not ADFS)

£69.95 - MOUSE PACKAGE AND AP5 £125.00



Advanced Computer Products Ltd., 6 Ava House, High Street, Chobham, Surrey. GU24 8LZ Tel: 0276 76545

THIS IS WHAT ELECTRON USER SAID ABOUT A.P.5:-

"Looking at the A.P.5. shows it to be constructed to a high standard, it looks solid and robust. The A.P.5. Interface opens up the new Electron for a whole new type of computing." E.U. Dec '86

ADVANCED CONTROL PANEL**(20)/M/B/E/C****£34.50**

ACP is a front end control panel language providing a sophisticated yet friendly interface between user and computer for access to Languages, MOSS functions and the users own file utility etc. Main features include pull down windows, simple to change MOSS configure, floating point calculator, file manager, SW ROM's facilities.

(16K EPROM & FULL MANUAL)

Advanced Computer Products

ADVANCED .25 MEG RAM**£79.95****(19) (M/ADM)/E+1(ADE)**

New Hi-tech cartridge (normal size) containing an incredible 256k of S.ways RAM although it could be used to store many pages of s.ways caps ROM images its primary and best use is as a Caps RAM Disc supported by our advanced 1770DFS (Master/Adm or Electron Ade are now upgraded to access the 256k in AQR. Now databases (i.e. Viewstore) can perform at breathtaking speed (over twice as fast as some other 1 Meg Silicon Discs) and animation with up to 25 screens becomes a reality. Price must reflect real value for money and package prices for AQR and ADM/E are available at £99.95 (existing ROMS may be upgraded when purchasing AQR for £5

ADVANCED DISC TOOLKIT**(01)/M/B/E/C****£34.50**

Any Acorn user including Master, BBC B+, Electron, DFS, 1770 DFS, ADFS, 2nd. & co-processors A.C.P.'s BEST SELLING product containing over 30 commands inc.: powerful memory & disc editor, search memory/disc/basic, catalogue/unplug ROMS, load/run programs below page, automatic menu, file transfer (inc. locked cassette files), ADFS utils etc. etc. ("it's superb" ... Database Pubs. - "A top-class toolkit - I have no hesitation in recommending it ... Acorn User Nov. 86)

(16K EPROM & FULL MANUAL)**ADVANCED ROM ADAPTOR 2****(03) /M/E+1/****£14.95**

An Acorn approved cartridge containing a card with special 'zero' profile sockets that allow you to fit compatible 8K or 16K EPROMS/ROMS. The cartridge is fully enclosed providing complete protection for your ROMS. Simple to use - no switching - complies fully to the Acorn (sideways) Rom Filing System. A.R.A. 2 contains 2 sockets...

A single adaptor is also available...
A.R.A.1 (02)/E/ £10.35 "The best ROM cartridge is by far the ACP ARA 2" ... A+B Dec 86

ADVANCED BATTERY BACKED RAM**(18) M/E+1****£39.99**

For Master and Electron users. A battery backed 32k RAM cartridge A.B.R. is a self contained cartridge containing two 16k pages of sideways RAM with a rechargeable battery back up. Each 16k page can be individually locked by software. Supplied with full software support, to include loading software, ROM save, advanced print buffer and a disc utility MAKEROM.

"It's a superb Addon and a must for all serious Electron Users" EU June

ADVANCED ELECTRON DFS**(05) /E/****£24.15**

Electron & Plus 3 users ... gain BBC compatibility by adding the Advanced Electron DFS (1770 DFS) this is the same disc filing system supplied with the BBC B+. Now you can produce and access (compatible) BBC disc based software. A.C.P. also supplies 5 1/4" disc drives to add to your Plus 3 (inc. 2nd drive adaptor). "ACP has produced another superb ROM for the Electron" ... Electron User Feb '86

(supplied on 16K EPROM + DFS MANUAL)**ADVANCED DISC INVESTIGATOR****(06) /M/B/E/C****£28.75**

A very powerful Disc utility for standard & non-standard discs. Backup most protected discs, edit any type of non-standard disc, check & repair faulty tracks, create new disc formats, copy 40track discs to 80track discs, verify two non-standard discs.

("ADI features an extremely comprehensive sector editor, and one of the finest I've seen" ... Tubelink on Prestel)

(supplied on 16K EPROM + manual)**ADVANCED ROM MANAGER****(07)/M/B/E/C*****£14.95***

A friendly utility for ROM & sideways RAM. Examine ROM/RAMs, load files into RAM, move memory to/from S.Ways ROM/RAM, catalogue/kill ROMS, offer commands to specific ROMS, save ROMs to disc/tape, AUTOROM a file (inc. BASIC) to run from S.Ways ROM/RAM, execute specific machine code subroutine in a ROM, generate a ROM's checksum & CRC. "Represents amazing value for money. Go out and buy this real bargain" ... Dec 86 Database Publications. (supplied on EPROM + manual)

ADVANCED PLUS 4**(08) /E+1/****£79.98**

"DISC DRIVE COMPATIBILITY AT LONG LAST" ... (Electron User June '86) this sums up AP4 & ACP's approach to producing products. AP4 is a fully ACORN compatible disc I/face & will accept any standard drive inc. PSU, runs 1770 DFS (as fitted in the B+ & Master), keeps page & Eee, utils in ROM & provides a spare rom socket. "ACP's PLUS 4 comes out on top. I can recommend it to anyone" ... (E.U. June '86)

AP4 should be considered the standard interface for the Electron (AU July '86)

AP4 100 £199.00 (inc VAT & Securicor delivery)

AP4 400 £299.00 (inc VAT & Securicor delivery)

ADVANCED PLUS 5**(09)/E+1/****£66.70**

A triple interface cartridge providing...

1) a TUBE i/face allowing a second processor to be connected, increasing BOTH speed & memory (PAGE & 8000 HIMEM & 8000 in all modes)

2) a 1 MHz BUS for control applications & prommers

3) the USER PORT for mouse and graphic devices.

Also contains 2/3 ROM sockets and on board operating software for 2nd processor.

ADVANCED 1770 DFS**3 versions ADM/C(11) - ADB(12)****ADE (13)****£34.50**

ACP have totally re-written the Acorn 1770 DFS, enhancing existing features & adding new ones. The result is probably the fastest & most powerful disc filing system your computer could have. With the ability to operate in double density occupying both sides of a disc (640K). Automatic file relocation, improved file handling, 62 file catalogue and Sways RAM can be used as a fast RAM DISC.

(16K EPROM + comprehensive manual)**ADVANCED ELECTRON DFS Eee****(14) /E+ASR/****£19.99**

An alternative to our AED(05) for Plus 3 and ASR users. This optional alternative DFS is designed for use in Sideways RAM (ASR) and allows the user to operate a disc filing system

& Eee when using the Plus 3 (in ADFS page would normally be & 1 D00). The DFS is simply loaded using the software supplied with the ASR from disc. (optional upgrade for existing AED users £9.50 on return of original EPROM) (3 1/2" ADFS disc + manual)

NEW EXCLUSIVE PRODUCT ELECTRON ASSEMBLY LANGUAGE

Book by Bruce Smith £4.95 (144)

Software for above book on 3.5" A.D.F.S £3.50 (145) or 5.25" D.F.S. £2.50 (146)

OTHER PRODUCTS & SPECIAL OFFERS

VIEW cartridge	(101) /E+1/ £ 14.95	3 1/2" discs in 1/box	(120) /M/B/E/ £24.00
Vsheet	(102) /E+1/ £ 14.95	5 1/4" discs ds/dd"	(121) /M/B/E/ £12.99
VIEW & SHEET	(119) /E+1/ £ 22.00	5 1/4" discs ss/sd	(122) /M/B/E/ £ 8.99
LISP cartridge	(103) /E+1/ £ 9.99	3 1/2" disc drives	£129.00
E/Adv User Guide	(104) /E/ £ 3.95	5 1/4" disc drives	£149.00
LOGO cartridge	(106) /E/ £ 29.95	2nd Drive Adaptor	(130) /E+3/ £ 7.95
PASCAL cartridge	(107) /E/ £ 29.95	Compact 2nd Drive Adaptor	(144)/C/ £14.95
VIEW pack BBC	(118) /B/ £ 49.00	3 1/2" library box 10	(124) £ 2.95
AP4 100	(140) /E+1/ £199.00	16K EPROMS	(131) £ 3.75
AP4 400	(141) /E+1/ £229.00	VIEWSTORE	(117) /M/B/(e) £57.95
AP5 + MOUSE Package	(143) /E+1/ £125.00	VIEWPLOT	(142) /M/B £26.95

Equipment codes /M/= Master /B/=BBC /E/=Electron /E+1/=Electron+Plus 1 /C/=Compact

PROD
NO

PRODUCT

QTY

@

TOTAL

Please send order to:
Advanced Computer Products Ltd.
6 Ava House, High Street,
CHOBHAM, Surrey, England
GU24 8LZ Tel. 0276 76545
(mail order only)

All our prices include
UK delivery & VAT



(in event of any query -
please include your tel. no.)

NAME

ADDRESS

POSTCODE

TEL.

CREDIT CARD No.

I enclose payment for £.....
Exp date (Ref E27)

Amazing maze solutions

MANY eons ago I got my regal hands on an adventure which heightened my perception of text adventuring. It was released by the now defunct Magus Software and its title may ring a bell in some ears: **Village of Lost Souls**.

It was the most sophisticated and atmospheric text adventure I had ever seen. My only regret was that it was a BBC-only offering, and although an Electron version was promised, it never materialised.

But now the master of silicon suspense, Robert O'Leary, has bought the rights to Village of Lost Souls, and it is released this month under Robico's own label for the Electron.

It is set in a mediaeval world in which magic exists but it may only be used by those with a touch of the Talent. All use of magic is controlled by the Church, represented by the Order of Saint Leofric, Patron of Magic and discoverer of the Thirteen realms of the Arcane.

As Nathan, Inquisitor to the Order of Saint Leofric, you have been summoned to the study of Father-Magister Alain to begin an investigation for the Council of Twelve, who hold the keys to the twelve realms of order.

You are taken to the Village of Dinham where the Rector of the Church has asked for the help of an inquisitor. He believes the Lord-Talent of the Village is attempting to open a portal into the forbidden thirteenth realm, the Realm of Chaos.

Confused? You won't be, after you have first played Village of Lost Souls. This is an essential purchase for any serious adventurer. If

you think that I went over the top in my review of Lost Crystal, just wait for the review of this masterpiece.

To balance the scales, Robico has also announced that Blazing Star will not now be released, until the autumn.

I have said in the past that the success of this column is dependent upon you, the reader. That becomes evident with the wealth of help, requests and communications which I receive. This month I must thank a number of readers.

You will notice that in Hall of Fame, I have begun serialising The Lost Crystal solution, kindly sent in by Robert Henderson.

I usually receive at least one letter a month from Robert who has proved invaluable with many aspects of adventuring. In recognition of this service, I hereby bestow upon him the honour of Baron of Electron Adventures.

One recent offering from Baron Robert is the following program which will list the locations and objects in Kayleth – and, I imagine, most other recent Adventure Soft releases:

```
*LOAD KAYLETH
```

```
NEW
```

```
10FOR F=8F00 TO 86000
20IF ?F>31 AND ?F<127 VDU?F
30NEXT
```

```
RUN
```

The pupils of Mrs Nash's class of Merton Court School in Kent deserve a special vote of thanks for the wonderful drawings which they have sent. These are now adorning the many walls of my castle.

Sincere thanks too to Bob Harvey for his marvellous solution to Hampstead, which is both concise and easy to follow. Can you, Bob, or any one else provide me with a comprehensive solution to Dodgy Geezers?

I reserve special thanks for Louise Hand, age 12, of Warrington, Cheshire, who wrote me a beautiful six-sided letter. I will answer your questions in the Problems Solved section, Louise.

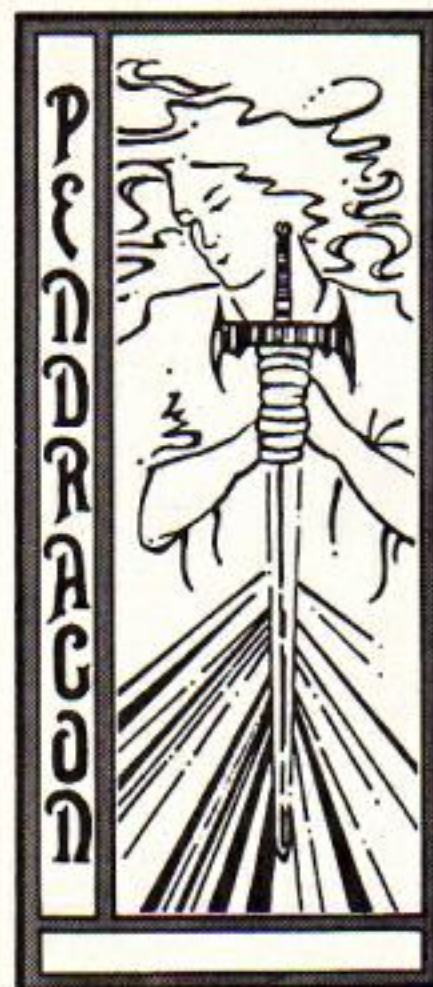
Mention should also go to Paul Chapman who took three days without food – not recommended – to complete Thunderstruck, and has sent me a full solution. I'm sorry, but I only deal with adventures, Paul.

I have been inundated with readers' own text adventures which have been entered in the competition, which I announced in the June edition of my column. The general standard of writing and breadth of imagination is staggering, and some of the puzzles have gone beyond the realms of exorbitation. Keep it up, and don't forget that the closing date for entries is July 31st.

A few months ago I promised to tell you which was my favourite commercially produced text adventure. At the time it was a toss-up between Lost Crystal and Myorem, but the calibre of recent releases has changed all that.

The following adventures are, I believe, the cream of those available for the Electron: Enthar Seven (Disc only), Village of Lost Souls, The Saga of a Spy, The Lost Crystal and Woodbury End.

That's it for this month, so, until software means comfortable clothing, happy adventuring.



OVERTURE AND BEGINNERS

This month I wish to look at some of the more devious mazes which occur in many text adventures.

These are the types of maze, where for one reason or another, it is not possible to simply drop an object in order to map your progress.

In Myorem, for example, once you have mastered your escape from the drainage ditch, you find that much of the ensuing scenario is either confusing forest or labyrinthine jungle.

If you try dropping anything in the jungle, it is soon stolen by a kleptomaniac howler monkey, making the mapping technique mentioned last month, useless.

I struggled for hours at this stage of this particular game, until it suddenly dawned on me that the elaborate but identical location descriptions had obscured my desire to SEARCH.

SEARCHing at location one in the Jungle (shown in Figure 1) highlighted a broken branch to the North East.

Progressing in that direction and continuing to SEARCH, I discovered, disturbed undergrowth to the

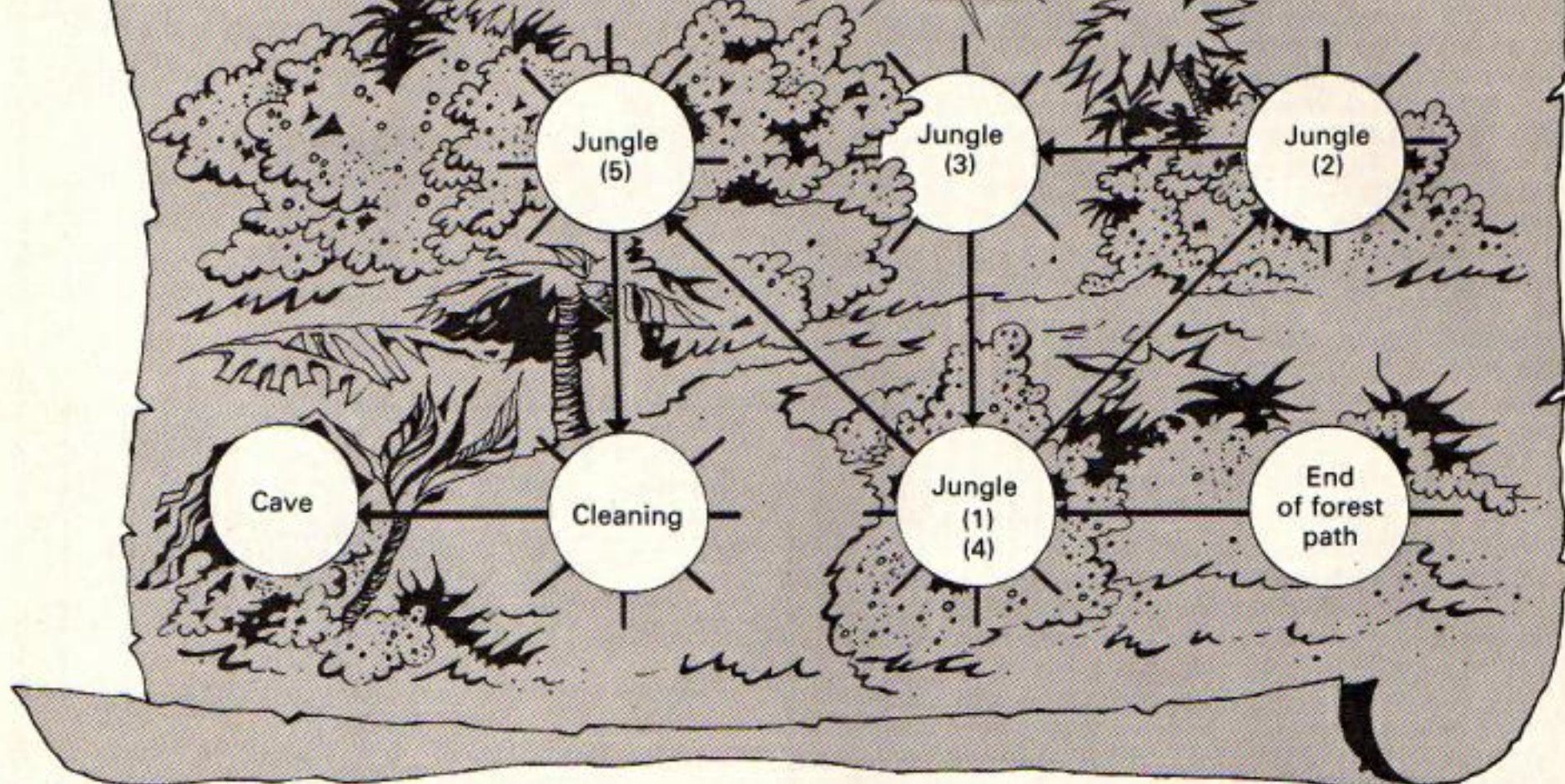


Figure 1: Myorem: Jungle maze

West. Going west and investigating, unearthed grass which had been parted to the South, and so on.

In a matter of minutes I had ploughed through the jungle to an even more devious puzzle at the entrance to a cave – but that's for another day.

Robert O'Leary uses a similar type of maze in sector one of Enthar Seven, but here the emphasis is on listening rather than looking. Once again your success is only rewarded by a more perplexing problem.

Later in Myorem you will come across a series of mountain paths which are almost impossible to map by conventional means.

I only found my way through this network and avoided the talons of a ravenous condor by acquiring a map at a much earlier location. It is wise to look for quirks such as this in some of the more ingenious adventures.

In some other adventures the failure to correctly map a maze can be disastrous. In Kingdom of Hamil, I was devoured by a tyrannosaurus rex for failing to keep to a logical route.

In Philosopher's Quest I

died if I did not pay attention to the wind direction in the whale's stomach.

It is often important, even desirable, to get killed a number of times in order to successfully map a maze. It does of course, go without saying that you should always SAVE your position to a blank tape before venturing into anything which may appear dangerous. You can then return to this position each time you are killed.

I remember using the explore and die technique quite extensively in earlier games such as Sadim Castle and Greedy Dwarf.

In both those adventures the annihilation factor is quite high. In fact in Greedy Dwarf, it is imperative that you own a compass to map the muddy maze and constantly stay one step ahead of Arfa in the maze.

Don't forget that with patience and careful mapping, no maze is impassable. If, however, at the end of the day you decide that mazes really are a bane which you can't tolerate, I suggest you try an Epic or Larsoft release which avoid those labyrinths like the plague.

HALL OF FAME

Enthar Seven – The Boss (continued)

You have now entered Sector 1 and exploration of this area is vital if you want to make further progress.

Pick your way along the canyon, path and ledge until you arrive at the Cavern entrance. You must now SWITCH ON your LIGHT source and continue NORTH into a short tunnel.

A quick sortie WEST will reveal a pair of boots which should be TAKEN. However, further escapades NORTH will leave you at the mercy of some bloodthirsty bats. There is at present, no way past these carnivorous creatures.

A trip NORTH EAST from the cavern will eventually lead you into a twisty maze which is easily mapped by LISTENING. This maze only leads to a more logical set of passages where lurks a little man who speaks gobbledegook.

No matter how much further you explore Sector 1 you will need to look elsewhere to solve the problem of the bats and the little man.

I recommend at this point that you make your way to the Teleport chamber – WEST of the cavern – and return to the Command Centre. Once back, it is a good idea to store all possessions here, before venturing forth again. You can always return to pick up any useful items.

Sector 4 is the zone which will furnish you with the much needed equipment and help.

Rick Hanson – Robert Hales (continued)

Leave the Butchers, go S, W, W, S, E, E, E, S to the dark alley. Go W, W, W, W, S and IN to the tavern. INSERT IMPI IN TO THE BANDIT then PLAY BANDIT. Get the QUHUT, go W and PAY BARTENDER WITH QUHUT. He will give you a bottle of ale. Try drinking it.

Go U, U, U, N, N, N, N and OPEN EAST DOOR then GO E into Bedroom Four. CLOSE WEST DOOR then SLEEP. You will receive further instructions in the form of a code.

Translated it reads: VISIT THE CHURCH THEN GO TO THE BOOKSHOP AND ASK FOR THE TWELVE

Turn to Page 12 ▶

◀ From Page 11

APOSTLES. Leave your room, go N, OPEN WEST DOOR and go W into the Bathroom. SHAVE WITH THE RAZOR.

Leave the tavern, go back to the village square. Go W, W, N, N, NE, SE, S, W and IN to the Bookshop. ASK FOR THE TWELVE APOSTLES. You will be given a book. Read it. The coded instructions read: BEYOND THE FARMHOUSE LIES YOUR DESTINY. MEET A FELLOW AGENT AT THE ICE SHRINE.

Leave the Bookshop, go N, NW, N, NE to the Petrol Station forecourt. FILL BOTTLE WITH PETROL, then go NW, N, N, NE, E, E, E, S, S, W, W, S. Get the tyre, then go IN to the car and GET THE COVER.

Go N, E, E, N, N, W, W, W, W, SW, S and then W through the hole in the hedge. Go N in the muddy field to where the river is calm and SWIM.

The Lost Crystal – Robert Henderson

Part one of the game only involves a few problems, with different ways of being solved.

Your quest begins in a small field and in the distance you can see a windmill. Go to the mill, TAKE COIN and READ NOTE. Now KNOCK on the door and offer to HELP the miller with his sacks.

GO INSIDE the mill and UP the stairs. The miller is by the sack hoist and will tell you what to do. If you wish, you may ASK him FOR the KEY. Go back down to beyond the Stone Room and OPEN TRAPDOOR.

Now you must drop all your possessions and TAKE the SACK. TIE SACK TO THE ROPE and TAKE EVERYTHING. Soon the milkman will knock, so you will need to answer

the door. The miller will fall through a hole in the floor – no need to worry, he is okay.

There are two ways to get into the gallery and get the sail pole. The first is to DRINK the MILK – but keep the empty bottle – and go upstairs and open the jammed door.

The second way is to use the key which the miller may have given you, to open the mill store. There you will find a ladder which, if propped against the mill wall, will let you CLIMB UP and get the pole.

To finish part one you should GET the LAMP and climb down the rope in the mill. The rope will snap and you will have entered Part 2 of the adventure.



C & F ASSOCIATES BARGAIN PRICE ELECTRON SOFTWARE

ADDITIVE	PRICE	DATABASE (continued)	PRICE	MICRO-POWER	PRICE	SUPERIOR (continued)	PRICE
Football Manager	2.99	Micro Olympics	3.95	Micro-Power Magic	6.75	Repton 3	7.75
				Micro-Power Magic 2	6.75	Ravenskull	7.75
ALTERNATIVE		DR. SOFT		MACSEN		Elite	10.95
Night Strike	1.99	Phantom Combat	7.50	Blockbusters	6.50	Citadel	7.50
Video Pinball	1.99			MARTECH		Thrust	6.50
Crazy Erbert	1.99	ELITE	7.75	Tarzan	7.75	Death Star	2.99
Olympic Spectacular	1.99	Paper Boy				Overdrive	2.99
A.S.L.				MELBOURNE		Tempest	2.99
Omega Orb	6.75	EPIC		Exploding Fist	7.50	Fruit Machine	2.99
Power Pack	7.75	Wheel of Fortune	6.75	Dodgy Geezers	6.95	Invaders	2.99
Last of the Free	6.75					Percy Penguin	2.99
Thunderstruck	6.75	FIREBIRD		MIRRORSOFT		Mr Wiz	2.99
Thunderstruck 2	6.75	Bird Strike	1.99	Strike Force Harrier	7.50	Smash 'n' Grab	2.99
Sphere of Destiny	6.75	Star Drifter	1.99	1st Steps with Mr Men	6.95		
BEAU-JOLLY		GILSOFT		Magic Story Maker	7.50	TYNESOFT	
10 Computer Hits 3	7.75	The Quill	13.95	Here and There with Mr Men	6.50	Spy vs. Spy	7.75
5 Computer Hits	5.95			Word Games with Mr Men	7.50	Oxbridge	6.75
5 Star Games	7.75	GREMLIN		Giddy Game Show	7.50	Phantom	6.75
5 Star Games 2	7.75	Footballer of the Year	7.75			The Big KO	6.75
BUG-BYTE				ROBICO		Future Shock	6.75
Dunjunz	2.95	IMAGINE		Rick Hanson	7.95	Goal	6.75
Plan B	2.95	Yie Ar Kung Fu	6.95	Project Thesius	7.95	Jet Set Willy 2	6.75
Squeakaliser	2.95	Yie Ar Kung Fu 2	7.20	Myorem	7.95	Jet Set Willy	6.50
		Mixie	6.95	Rick Hanson Trilogy	18.95	Commonwealth Games	6.50
CDS				Village of Lost Souls	7.95	Mouse Trap	6.50
Colossus Chess 4	7.75	INCENTIVE				Winter Olympics	6.50
Steve Davis Snooker	6.95	Adventure Creator	12.95	SUPERIOR		Ian Botham	6.50
Brian Clough Football Fortune	12.95	Ket Trilogy	7.75	Strykers Run	7.75	Micro Value (4 games)	3.95
DATABASE		Confuzion	4.95	Codename Droid	5.95		
French on the Run	7.75	LOGOTRON		Around World 40 Screens	7.75	US GOLD	
Mini Office	4.95	Xor	7.75	Superior Collection 3	7.75	Impossible Mission	7.20
				Superior Collection 3 (Disc)	12.95	Beach Head	6.95
				Acornsoft Hits 1	7.75	Crystal Castles	7.75
				Acornsoft Hits 2	7.75		

Orders normally despatched by First Class Post on day of receipt. But allow max. of seven days. All prices include VAT & P&P (Overseas orders add £1)

Name _____	Title _____	Cost _____	<p>Access orders accepted Make PO/Cheques payable to: C & F ASSOCIATES and send to: C & F ASSOCIATES CRANFORD HOUSE, WOOLSEY, BIDEFORD, N. DEVON EX39 5QW. Tel: (023 73) 619</p>
Address _____	_____	_____	
_____	_____	_____	
_____	_____	_____	
Make of Computer _____	_____	Total _____	

ELECTRON owners may be feeling a little down in the dumps after reading the superb report on the new Acorn Archimedes computer in the August issue of *The Micro User*.

A minimum of half a megabyte of memory, an incredibly fast 32 bit RISC chip and superb graphics make it a fantastic micro, and very desirable.

One of the demonstrations that the *Micro User* team saw running on the Archimedes when they visited Acorn consisted of a large animated ball bouncing round the monitor screen. Behind it was drawn a grid pattern.

The programming involved isn't as easy as you might at first think.

To print the ball in front of the grid you must first store the section of screen memory where the ball is to be placed. Then a plain mask is printed over this part of the grid and finally the ball is printed on top of the mask.

To move the ball, it is erased by replacing the stored screen memory and the whole printing process is started again. This is quite

a well known demonstration and was first seen on the Commodore Amiga.

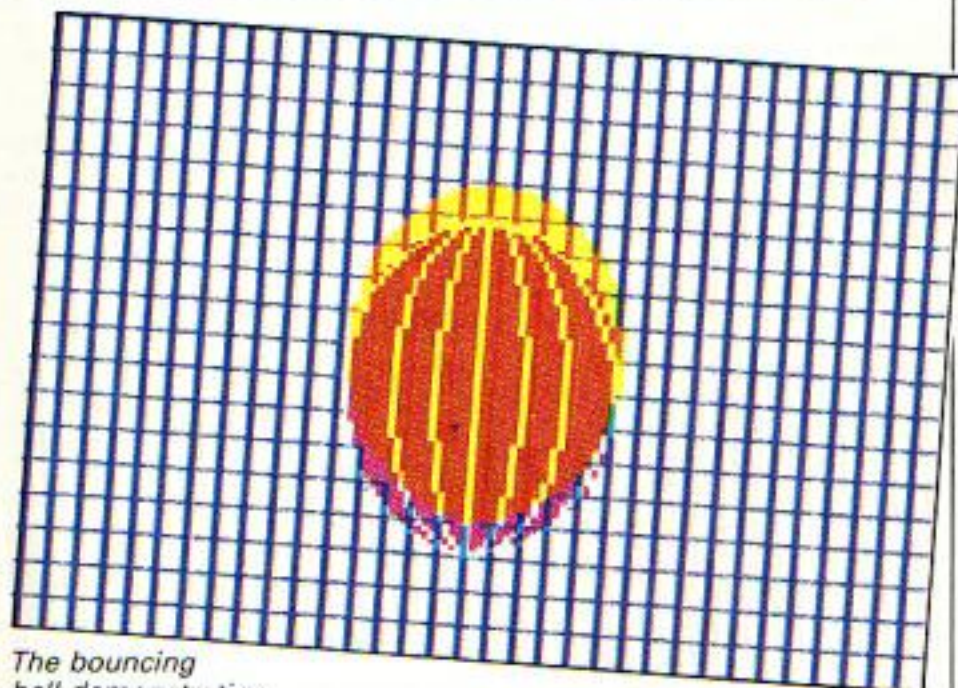
It's used to demonstrate the power, speed, memory and flexibility of a technically advanced computer, implying that lesser micros aren't capable of such things.

This simply isn't true. The program presented here is an extremely fast bouncing ball demonstration for the Electron. In fact, a short delay is built in to slow it down!

Turbo owners will find the animation slightly smoother when it is switched on. However, it won't work in 64k shadow ram mode as the screen memory is

Bouncing with the best!

JOANNE STEVENS brings some of the power of the Archimedes to the Electron



The bouncing ball demonstration

accessed directly.

Now whenever you hear an Archimedes owner

boasting about the power of his micro, show him what your Electron can do!

```

10 REM Bouncing Ball
20 REM By Joanne Stevens
30 REM (c) Electron User
40 DIM ball% 2000
50 ENVELOPE 1,131,1,1,1,1
0,10,10,126,0,0,-126,126,126
60 MODE 5:FX16
70 VDU23,1,0;0;0;0;
80 VDU 19,2,4;0;19,3,3;0;
90
100 REM Grid
110 GCOL 0,2
120 FOR x=0 TO 1248 STEP32
130 MOVE x,0:DRAW x,29*32
140 NEXT
150 FOR y=0 TO 29*32 STEP32
160 MOVE 0,y:DRAW 1248,y
170 NEXT
180
190 REM Ball
200 GCOL 0,1
210 R%=158
220 VDU 29,6*32;23*32;
230 FOR angle=0 TO 340 STEP 20
240 MOVE 0,0
250 MOVE R%*COS(RADangle),
R%*SIN(RADangle)
260 PLOT 85,R%*COS(RADangle+20),R%*SIN(RADangle+20)
270 NEXT
280 GCOL 0,3
290 FOR i=-R% TO R% STEP R%/3
300 MOVE 0,R%*SIN(RAD90)
310 FOR angle=90 TO 270 STEP 20
320 DRAW i+COS(RADangle),R%*SIN(RADangle)
330 NEXT
340 NEXT
350
360 REM Store Ball
370 PRINT TAB(5,1)"Thinkin
g..."
380 AX=85800+3*8140:B%=ball%
IX
390 FOR i=0 TO 11
400 FOR j=0 TO 12*8-1
410 ?B%=(AX+i*8140+j)
420 B%=B%+1
430 NEXT
440 NEXT
450 PRINT TAB(2,1)"A Meagre Demo..."
460
470 REM Machine Code
480 x=870:y=871
490 xmax=26:ymax=17
500 xdir=872:ydir=873
510 addr=874
520 rows=87A
530 FOR pass=0 TO 2 STEP 2
540 P%=8900
550 [OPT pass
560 .start
570 LDA #AX MOD256:STA addr
r:LDA #AX DIV256:STA addr+1
580 LDA #1:STA xdir:STA yd
ir \left+down
590 LDA #xmax+1:STA x:LDA
#ymax+1:STA y
600 .loop
610 LDA #19:JSR &FFF4
620 LDA #19:JSR &FFF4
630 DEC x:BNE notx
640 LDA #7:LDX #sound MOD2
56:LDY #sound DIV256:JSR &FF
F1
650 LDA #xmax:STA x
660 LDA xdir:EOR #1:STA xd
ir
670 .notx
680 LDA xdir:BNE right
690 SEC:LDA addr:SBC #8:ST
A addr:LDA addr+1:SBC #0:STA
addr+1
700 JMP updown
710 .right
720 CLC:LDA addr:ADC #8:ST
A addr:LDA addr+1:ADC #0:STA
addr+1
730 .updown
740 DEC y:BNE noty
750 LDA #7:LDX #sound MOD2
56:LDY #sound DIV256:JSR &FF
F1
760 LDA #ymax:STA y
770 LDA ydir:EOR #1:STA yd
ir
780 .noty
790 LDA ydir:BNE down
800 SEC:LDA addr:SBC #8:ST
A addr:LDA addr+1:SBC #1:S
TA addr+1
810 JMP print
820 .down
830 CLC:LDA addr:ADC #8:ST
A addr:LDA addr+1:ADC #1:S
TA addr+1
840
850 .print
860 LDA #ball% MOD256:STA
data+1:LDA #ball% DIV256:STA
data+2
870 LDA addr:STA temp+1:LD
A addr+1:STA temp+2
880 LDX #11
890 CLC
900 SEI:LDA #4:fx19 BIT &
FE00:BEQ fx19
910 .loop2
920 LDY #12*8-1
930 .loop3
940 .data LDA &8000,Y
950 .temp STA &8000,Y
960 DEY:BPL loop3
970 LDA temp+1:ADC #840:ST
A temp+1:LDA temp+2:ADC #1:S
TA temp+2
980 LDA data+1:ADC #12*8:S
TA data+1:LDA data+2:ADC #0:
STA data+2
990 DEX:BPL loop2
1000 CLI
1010 LDA #129:LDX #256-113:
LDY #&FF:JSR &FFF4
1020 TYA:BNE exit
1030 JMP loop
1040 .exit
1050 RTS
1060
1070 .sound
1080 EQUW &11
1090 EQUW 1
1100 EQUW 0
1110 EQUW 5
1120 ]
1130 NEXT
1140 CALL start

```


ACORN ELECTRON COMPUTERS

These computers are fully tested and guaranteed and can be purchased direct from SLOGGER or through certain dealers. The demand for this computer has prompted SLOGGER to offer both the TURBO ELECTRON and the 64K ELECTRON as well as the standard 32K ELECTRON.

32K Electron	ONLY 64.00
TURBO Electron (switchable)	85.00
64K Electron (switchable)	99.00

GREEN SCREEN MONITORS

SLOGGER has on offer a limited quantity of Green Screen monitors. These monitors are ideal for Word Processing in 80 column mode giving good clear consistent text. A MUST for VIEW or STARWORD users. Complete with all cables suitable for the Acorn Electron computer (or BBC). Fully tested £90.00 inc carriage

MASTER RAM BOARD

Upgrade your Electron to a 64K Machine using 32K of SHADOW RAM

- Fits inside the Acorn Electron, uses no cartridge ports
- Compatible with ALL reliable Electron hardware (except TURBO DRIVER).
- Compatible with ALL Electron software, switching between 64K mode, TURBO mode (yes... the TURBO DRIVER IS BUILT IN), and normal mode.
- For correctly written software, HIMEM is ALWAYS AT 8000 in 64K mode so leaving 28000 bytes for BASIC or WORD PROCESSING in ALL screen modes.
- Doubles the speed of Word Processing.
- Up to 300% speed increase for games.
- Additional 12K for use as Printer Buffer with Expansion ROM 2.0
- Installation Service for those not confident of soldering.

"I can thoroughly recommend it"

Electron User 1987

Master RAM Board Kit - code MR2 - Now Only £49.95

SEDS

THE COMPLETE DISK SYSTEM UPGRADE

Imagine... 400K of memory instantly available...
Games loaded in seconds...
Word Processing files loaded or saved in seconds...
BASIC programs loaded or saved in seconds!!!
This is the power of the disk system.

Requiring either the ROMBOX PLUS or the ACORN PLUS 1, SEDS is comprised of the following:

- High quality 40/80 switchable double sided 5.25" BBC compatible drive with built in power supply unit.
- The Slogger Electron Disk Interface (SEDI)
- The Slogger Electron Disk Filing System (SEDFS).

SEDS ONLY £199.95

SEDI

SLOGGER ELECTRON DISK INTERFACE.

This unit fits into the ROMBOX PLUS or ACORN PLUS 1 and provides the signals to control any standard 5.25" or 3.5" inch drive. Supplied complete with SEDFS installed with appropriate documentation.

SEDI ONLY £74.95

SEDFS

SLOGGER ELECTRON DISK FILING SYSTEM

- FULLY ACORN DFS compatible
- OSWORD 7D, 7E and 7F implementation
- FORMAT and VERIFY and other utilities built in
- Page E00... NO LOSS OF ELECTRON MEMORY
- OPT commands for faster drives
- FULLY compatible with BASIC Filing system commands
- FULLY compatible with machine code programs
- Extra sideways ROM socket
- TAPE to DISK available (T2SEDFS)
- Designed by CAD (Computer Aided Design)
- Excellent comprehensive 90 page documentation.

"SEDFS is so good that I can't easily find fault with it, the manual is quite simply the best of the type I have seen, to suit everyone from the beginner to the professional"

"The SEDFS performed admirably throughout..."

"Anyone considering upgrading disks, SEDFS is the logical choice"

"I can recommend SEDFS unreservedly"

Electron User June 1987

THE ELK TURBO DRIVER

(Designed by Andyk Ltd.)

RUNS ELECTRON SOFTWARE AT SPEEDS COMPARABLE TO THE BBC

- Doubles the speed of Word Processing
- Up to 300% speed increase for games
- Fitted internally - occupies no cartridge ports.
- Switchable "Normal/Turbo" speed.
- Compatible with ALL existing hardware and software products (except the Master RAM Board).
- Installation Service - for those not confident of soldering.

"This upgrade should be standard on all Electrons"

Electron User July 1986

Turbo Driver Kit - code TD2 - Only £29.95

INSTALLATION SERVICE

- Guaranteed to upgrade your Electron with either the Master RAM Board or Elk Turbo Driver AND RETURN IT WITHIN 7 DAYS OF RECEIPT.
- Includes Postage paid BOTH WAYS (using FREEPOST) and 1 YEARS GUARANTEE.

**Order MR1 - Master RAM Board Installed - only £59.95
or TD1 - Elk Turbo Driver Installed - only £39.95**

Please note... if you own a PLUS 1, please send it with your Electron to be tested to ensure reliability at high speed.

Parcel Post
Amount of
postage to be
paid by
licensee

Date stamp

Postage Forward Parcel
Service
Licence no. GJC1

No postage
stamp
necessary
unless posted in
Channel Islands
Isle of Man or
Republic of
Ireland

P

**SLOGGER LTD
107 RICHMOND ROAD
GILLINGHAM
KENT
ME7 1BR**

ROMBOX PLUS

SLOGGER's answer to the PLUS 1

Q. Why not buy the Acorn Plus 1?

A. Because "Excellent though the Plus 1 is, I think there is still room for improvement" said the Electron User Magazine.

The ROMBOX PLUS has this improved specification:

1. Four ROM/RAM sockets to free the cartridge slots for more important add-ons. Each socket can take the usual 8K/16K ROMs but can also take 16K RAMS offering a staggering 64K SIDEWAYS RAM.
2. The PLUS1 Cartridge slots.
3. The PLUS1 centronics printer port.
4. The Expansion ROM 2.0
5. Switched Joystick interface available.
6. Analogue Joystick interface under development.

Still Only £54.95

ACORN PLUS1s

Slogger has on offer a limited number of Acorn PLUS1s. These units are brand new but nonetheless fully tested in Sloggers factory.

ONLY £44.95

(£50.00 WITH EXP ROM 2.0)

TAPE TO DISK ROMS VERSION 2

- Transfer the majority of Tape programs to disk
- Acornsoft, Superior and Micropower no problem
- Compatible with programs copied using Version 1
- More successful than ever before

T2P3 for the Acorn Plus 3
T2CU for the Cumana DFS
T2P4 for AP4 and EOO DFS
T2SD for the Solidisk DFS
T2SEDFS for the SEDFS

ONLY £24.95

- Upgrade 1-2 only £5 with original ROM

PRINTER AMSTRAD DMP 2000

- Full EPSON compatibility
- Ideal for listings, Word Processing and graphics
- Prints 105 characters per second in draft mode
- 52 characters per second in Near Letter Quality (NLQ)
- Built in 2k buffer to increase throughput
- FREE lead suitable for ROMBOX PLUS or PLUS 1

Excellent value at only £185

JOYSTICK INTERFACE

for ROMBOX PLUS or ACORN PLUS 1

- Uses cheap ATARI-type joysticks
- Compatible with ALL Tape and Disk systems.
- Emulation of keys by Expansion ROM 2.0
- Can be used with well written games either WITH OR WITHOUT A JOYSTICK OPTION "The ultimate Joystick Interface"

A&B July 87

"Well worth saving up for, I can recommend it to all Arcade Addicts"

Electron User May 87

Only £14.95

- Requires Electron Expansion 2.0
- Only £5 with this unit

JOYSTICKS

Switched Joysticks for the Slogger Joystick Interface
Quickshot I £4.00
Quickshot II £6.00

SLOGGER EPROM CARTRIDGE

- Carries TWO 8K/16K ROM/EPROM software
- Compatible with PLUS 1, ROMBOX PLUS and BBC Master.
- Simply plugs into cartridge slot

£10.00 for a limited period

ROM SOFTWARE

STARWORD £34.50
STARSTORE 2 £29.95
SEDFS upgrade ROM for CUMANA owners £24.95

* BARGAIN CORNER *

STARSTORE £9.95
STARMON £9.95
STARGRAPH £9.95
PRINTER ROM £9.95
STAR TREK £9.95
ELKMAN £9.95
PDG £9.95

OTHER PRODUCTS

5.25" 40/80 Track D/S disk drive inc. PSU £149.00
3.5" 40/80 Track D/S disk drive inc. PSU £149.00
Printer Lead (for ROMBOX PLUS/PLUS 1) £9.95
Electron Advanced User Guide £3.95
Vine Micros ADDCOMM £28.00
Vine Micros MATRIX ROM £36.00
USER PORT for any DIGITAL MOUSE £29.95

32K SIDEWAYS RAM CARTRIDGE

for ROMBOX PLUS or PLUS 1

- Ever popular on the BBC
- Best used with EXP ROM 2.0
- (1) Save ROM backups for loading into Sideways Ram.
- (2) Set up a 16k Print Buffer
- Splits as 2x16k pages VIEW and VIEWSHEET in one slot!!!
- Write protect option ... prevents corruption of software.

"A very powerful piece of hardware"

Electron User July 87

ONLY £34.50

(£39.50 with EXP ROM 2.0)

EXPANSION ROM 2.0

for ROMBOX PLUS or PLUS 1

- Supports Printer Buffer with 8K/16K sideways RAM or 12K with MASTER RAM BOARD.
- RSAVE command to save ROM images to tape or disc.
- RLOAD command to load Sideways RAM with a ROM image.
- ROMS command to displays ROM/RAM in system.
- JOYSTICK command for the SLOGGER Joystick Interface
- Allows cassette loading in high resolution.
- Supports all standard functions (Printer, ADC, RS423)
- Simply fits into internal ROM socket.

"There is room for improvement in the operating system. No doubt this was the idea behind Expansion 2"

Electron User, July 87

Only £11.95

(£5 if purchased with 32K SIDEWAYS RAM or JOYSTICK INTERFACE)

SLOGGER'S AUTHORISED DEALERS

Aberdeen Micro Logic	0569 66233
Birmingham Allen James Computers	021 778 5737
Bristol Avon Computer Exchange	0272 637981
Bromley Datastore	01 460 8991
Burnley Atomic Computer Systems	0282 54299
Byfleet Calancraft	0932 342137
Cardiff Computer Exchange	0222 483069
Cardigan Cardigan Electronics	0239 614483
Chesham Reads Photo & Computing	0494 783373
Croydon Computer Centre	01 683 2646
Fareham Project Expansions	0329 221109
Farnham Farnham Computers	0252 723107
Glasgow Computer Depot	041 332 3944
Leicester DA Computers	0533 549407
London Compuface	01 580 0181
Luton Hobbyte	0582 457195
Market Harborough Harborough Computers	0858 635280
Newbury M&S Associates	0635 45774
Sheerness Swaletek Systems	0795 665530
Stockport Dram Electronics	061 429 0626
Telford A1 Computer Supplies	0952 502737
Trowbridge West Wilts Micros	02214 62759
Ulverston Skand Computers	0229 56884
Warrington Cheshire Micros	0925 414109
Netherlands Velobyte Computers Rotterdam	010 4138197
Mail Order Only	
Milton Keynes Towerhill	0908 74246
Stockport 21st Software	0625 528885

All prices include VAT P&P UK Mainland only

SEND
FOR
THEM
TODAY

Cheques payable to
SLOGGER LTD

<input type="checkbox"/> Access No	Expiry Date	PLEASE SUPPLY	Cost
<input type="checkbox"/> Visa		1	£
Name		2	£
Address		3	£
		4	£
		5	£
		Total	£

Please send orders to SLOGGER LTD, 107 RICHMOND ROAD, GILLINGHAM, KENT



SLOGGER

Tel: 0634 52303

Boring battling

Program: *The Ket Trilogy*
Price: £9.95
Supplier: Incentive Software, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.
Tel: 07356 77288

THIS package contains, Mountains of Ket, Temple of Vran and The Final Mission – which form the classic and colossal Ket Trilogy.

Often when a piece of software is given enough sales hype to sell sand to the Saudis you become a bit sceptical about the quality of the game.

The adventure is hardly colossal. The Mountains of Ket only has about 66 locations, and the complete trilogy has no more rooms than an average Epic or Robico release.

To its credit, it covers three tightly linked Sphinx/Ring of Time type adventures which contain some excellent chaining puzzles and devious passwords.

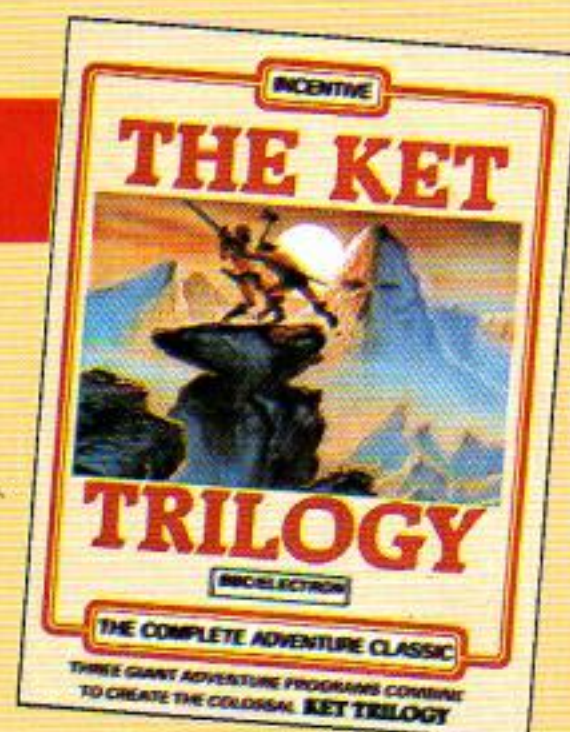
Unfortunately things begin to break down in the dungeons and dragons style combats which seem to occur at every sixth location.

These combats are supposedly based on the prowess, energy and luck factors of you and your foes, yet are nothing more than a rather tedious series of random number generations.

Conflict can be avoided in some cases by trading wares or, in the case of the Ogre, by a spot of illicit gambling. However, your whole progress can be ruined by unaccounted probability.

The room descriptions are sparse and little atmosphere is created. When any does exist, it is destroyed by silly interjections such as when the password to a secret door in mint condition is Polo. That type of humour may be at home in Terrormolinos but is out of place here.

The whole approach seems rather dated, with the parser and text compression being extremely limited.



It is a shame that the memory taken up by the combats and fancy screen display couldn't be better utilised by creating more locations.

I'm not too keen on this adventure, as there are better examples.

Pendragon

Presentation	8
Atmosphere	3
Frustration Factor	7
Value for Money	3
Overall	5

Superb adventure

Program: *The Lost Crystal*
Price: £9.95 (mail order only)
Supplier: Epic Software, 10 Gladstone Street, Kibworth Beauchamp, Leicestershire, LE8 0HL.

THE Lost Crystal has been more than two years in the making and supposed release dates have come and gone. However, the wait was worth it. This is one of the best text adventures I have ever seen.

It is offered in a superlative manner, with two cassettes packaged with help and instruction booklets in a scintillating presentation box. The screen shots on the insert give an indication of the marvellous graphics ahead.

The documentation helps set the scene for the 400 location magnum-opus which follows. "The Rainbow Crystal which has protected the people of Zalaria for many years," (from the hideous Bogle and his marauding Morgs), "has been struck by a mysterious bolt of lightning and shattered into seven pieces".

You have been chosen to recover the seven crystals and find a way to recreate the Rainbow Crystal and so restore peace to the Freelands.

You begin this massive jaunt standing to the south of a large windmill. An exploration of the mill

and its storehouse should let you solve these early puzzles which are really just beginners' fare. Though you may get a shock when the milkman knocks for his money. Don't forget that "Milk has gotta lotta bottle."

In part two, the going gets tough and I had to resort on at least one occasion, to the excellent help book.

Careful progress through the many twisty passages (don't worry it isn't a maze) and assistance from the strong but cowardly Miller should help you to overcome these hurdles. But, don't waste that coin.

The Bogle is soon encountered and the poor Miller must be sacrificed to save your own skin. Who said Epic was heathen.

The third part is the largest and most difficult and involves cunning manipulation of objects, some excellent chaining puzzles and the start of your collection of lost crystals.

You will now discover the use for that sail pole you have been carrying since the beginning of the game.

A secret passage will reveal a princess who is really a trading post for some of the possessions you are carrying.

In part four, you become involved in a titanic struggle to rescue Merlin. You must defeat the hydra, a dragon and a vampire before being reunited with an



old acquaintance. The end is both spectacular and amusing.

My only criticism of the game is that the colours are sometimes a little garish.

The puzzles are, on the whole, logical and typical of the Epic style of construction.

The most important character in the game – besides yourself – is the Miller, who demands sympathy and affection. I adored his comments at various stages of the game and his muscular help is required on more than one occasion.

This is a rare adventure which has a lot to offer the beginner and expert. A whole new experience which must be savoured and an adventure which I whole heartedly recommend.

Pendragon

Presentation	10
Atmosphere	10
Frustration Factor	9
Value for Money	10
Overall	10

Race against time



Program: *Survivors*.
Price: £2.99
Supplier: Atlantis Software, 28 Station Road, London, SE25 5AG.
Tel: 01-771 8642

I HAVE to admit I must be one of the few people that didn't like Repton or its many sequels. On the face of it, *Survivors* seems like Repton with a different scenario, though the original idea is a bit more sinister.

It all happens in the year 2087 after a massive nuclear war has devastated Earth. Your job is to find and rescue the cryogenically suspended survivors of the holocaust from the crumbling remains of a hibernation dome.

Three specially armoured rescue droids have been sent into the area to help and are now under your control.

Each droid has its own special abilities. The first is a high speed tunnelling machine, the second a mobile teleporter and the third a bulldozer droid for shifting large rockfalls in the area. But it is not going to be easy.

From the moment the title page weaves on to the screen you begin to get the feeling that you are in for a mindbending task. Press S to start the game (after all who needs instructions?) and you're ready to go.

The screen display shows the power levels of the three robots, the score,

time remaining, people left and most important, people saved.

Actually saving someone is a doddle, all you do is move over them with droid number two, the teleporter, and they're whisked to safety.

The problems lie in finding where they are, and then rescuing them without getting trapped yourself.

Now that is not quite as easy as you might think and your route has to be very carefully thought out. One wrong move can bring boulders bouncing down, blocking the escape route.

Survivors becomes more of a challenge when you realise that the three droids have to be used intelligently.

Initially you can use the tunnelling machine to dig a path through the rubble and then use the teleporter to pick up survivors. But you will soon have to start shoving rocks around, and then it starts to get difficult.

You have to cope with the old maintenance droids as well. These once peaceful machines, having been damaged by radiation, are now on the loose and pose a severe threat to any of your own droids that touch them.

Unlike most games of this ilk, touching the enemy does not result in instant death, merely the loss of power. If the power level of any of the three



droids falls to zero then you will have to start all over again.

When you do get through level one there are another six to come, and judging by the challenge of the first it may take a long time.

The game is addictive and aided by well-animated and colourful characters. One minor criticism is the sound which is rather a disappointment, the only regular noise being the relentless ticking of the clock, counting your remaining time.

I would have liked to see the addition of a joystick option and screen designer, although this is more personal preference rather than a necessity.

All in all, at this pocket-money price, *Survivors* represents extremely good value for money and could well knock Repton off its perch.

Mark Smiddy

Sound.....	4
Graphics.....	9
Playability.....	10
Value.....	10
Overall.....	9

Bag that birdie

Product: *Bird Strike*
Price: £1.99
Supplier: Firebird Software, 64/76 New Oxford Street, London, WC1A 1PS.
Tel: 01-631 5206

BIRD Strike is a recently rereleased title from the Firebird Silver budget range.

The game starts in the first World War, with biplanes and carrier pigeons, but the idea is nevertheless simple. Move a gun emplacement from side to side along the bottom of the screen – if anything moves, shoot it.

A great deal of attention has been devoted to the background detail and the result is a simple, but surprisingly effective Belgian rural scene with cottages, trees and a country church. My only complaint is that your gun emplacement escaped this attention.

Six biplanes lurk above the cloud cover. One by one they swoop, rapidly

homing in on you, showering bombs as they come. You can loose off two shots at once – you certainly need to.

A direct hit on the centre of the plane causes it to vanish in a cloud of smoke, reappearing as a small cross in the graveyard of the church. Destroy all six to move on to the next screen.

If your marksmanship is less than perfect, your quarry will disappear off the bottom of the screen and dive again. Needless to say, any contact is fatal and even a wingtip is enough to flatten you, leaving only a skull as your memorial.

If you hit a plane but only clip its wing, a delightfully animated carrier pigeon is released, cheeping merrily, wings flapping. Shooting the birdie adds a note to the music staff at the top of the screen. After 12 pigeons have been brought down the screen ends, you are awarded a substantial bonus and a tune is played.

Your attackers are now World War II single-wing fighters. You have a simi-



larly unhealthy attraction for them, but can deal with them the same way.

After two more screens – jet fighters and then helicopters – you are once again back in 1914 with no apparent increase in difficulty.

I found the game very enjoyable – my only complaint is the way it slows down when simultaneously displaying a plane, pigeon and gun emplacement. It rather takes the edge off the fast action.

Martin Reed

Sound.....	7
Graphics.....	8
Presentation.....	7
Value for Money.....	9
Overall.....	8

Darn near catatonic

Program: Squeakaliser

Price: £2.99

Supplier: Bug-Byte, Victory House,
Leicester Place, London WC2H 7NB

Tel: 01-439 0666

SOFTWARE at a reasonable price is always welcome and it's nice to see more appearing on the market. But we want reasonable value for money and I feel that this offering falls short.

Squeakaliser, a maze type game with you playing the mouse world's answer to Clint Eastwood, didn't make my day.

The half-pint-sized hero must gather a number of keys to open a box containing a giant cat-trap. This is moved round until all the cats have been eliminated from that screen.

On alternate screens the box opens to reveal sticks of dynamite that have to be handed to the cats. Unfortunately, sometimes the cat hands it back and runs off.

The idea behind the game is good. Movement of the hero is simply up, down, left and right. The sound is adequate and the graphics are very cute indeed – when the hero gets his

comeuppance the little birds twittering round his head are plain to see. But the game is just not properly finished off.

The opening screen starts the rot with the title, Squeakaliser, which shows that someone, somewhere can't spell.

The game uses part of the screen for memory resulting in the picture being limited by two very distracting bands of colour at the top and bottom of the display. I cannot believe such a simple game should use that amount of memory.

One result of the limited playing area is that the remaining screen is too small to generate anything other than a very basic maze.

When the game starts you are offered a choice of two levels, known as Sheer Panic and Sweaty Palms. These would be better renamed as Sheer Boredom and Sweat it Out. The only difference between the two is that choosing the second causes all the characters to slow down to the point where it is almost impossible to cross the screen before the time runs out.

Another point of frustration is that



although your mouse starts with seven lives, once he is cornered and despatched by a cat, he is reincarnated in exactly the same place. This usually means the loss of all your lives.

Oh Bug-Byte, Plan B was terrific, I liked Dunjanz so much I went out and bought it myself, but for me Squeakaliser is a CATastrophe.

Beejay

Sound.....	4
Graphics.....	3
Playability.....	2
Value.....	4
Overall.....	3

All abroad with Repton

Product: Around the World in 40 Screens

Price: £6.95

Supplier: Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX.

Tel: 0532 459453

SINCE the successful launch of Repton 3, Superior has been inundated with letters asking when it would release a new set of screens.

Well it is my great pleasure to announce that it's here, entitled Around the World in 40 Screens. The package consists of five files, each containing eight mind blowing screens.

The cassette represents excellent value for money since not only do you get 40 new screens, there is also a copy of Repton 3 and its own screen editor. So, if you didn't buy it first time round, here's your chance to see what you've been missing.

As the title suggests, each of the five files is based around a different country or environment. The characters all retain their original characteristics, so boulders fall, eggs hatch and

monsters chase, but every last one of them has been redefined to match their new surroundings.

Repton's voyage begins in the Wild West where 'Clint' Repton has to clear the town of hamburgers inside a strict time limit.

The boulders have been replaced by wagon wheels, the monsters are now Red Indians and the spirits have changed into bandits who must be jailed.

The remaining four files are set in the snows of the Arctic, the mysterious Orient, the ocean depths and Africa. A great deal of time and effort has gone into creating a graphical treat, and a series of puzzles that are just as testing as the first collection.

In the original Repton 3 you had the chance to load a new series of screens if you grew bored with the first set, but you were still playing with the same old characters.

By using a brand new character set with each group of screens your attention is held much longer – it's now far easier to keep the eyelids open at three in the morning.

Unfortunately, the vastly different



character sets cause a few problems when loading a new file. You don't know which are safe to touch and invariably lose a few lives.

The best course is to use your first venture into a new landscape as a suicide exercise, walking blindly into the different characters and noting what happens.

The inherent expandability of Repton 3 has been exploited to the full by Superior. If it continues to release extensions such as this, our little green skinned buddy could be around for many a year.

Jon Revis

Sound.....	6
Graphics.....	8
Playability.....	10
Value.....	10
Overall.....	9

MANY years ago TV and monitor screens were not used to display output from the early computers. Instead, they relied upon a panel of indicator lights.

Similar to those seen in many science fiction films from the fifties, they were known as front-end control panels, and became extinct with the advent of the monitor.

Now ACP has revived the control panel idea, giving Electron users a friendly front-end panel.

Replacing the bulky electronic display, it is supplied as software on rom. To use it you will need a Plus 1 with a suitable rom cartridge or Rombox.

The panel appears instantly on power-up, taking control of the machine instead of Basic. At this point the only major problem many Electron users are likely to encounter becomes apparent – the display is unalterably in Mode 0.

This is necessary for the software but is a nuisance if your screen can't display 80 column text clearly – and this means the majority of televisions.

The control panel provides you with a very convenient interface between you and the micro's more complex functions.

The initial control panel display has four window headers – Language, Mos, File and Panel.

Highlighting Language,

Touch of luxury

MARK SMIDDY reviews ACP's Advanced Control Panel

using the cursor keys, brings up a language window.

Under this heading are listed all roms present in the machine that announce themselves as languages. Normally this will be just Advanced Control Panel itself, Basic and the Plus 1 rom.

It is important to note that language roms are not necessarily programming languages, just that their designers included a language entry point in the software. The Plus 1 rom can't be selected even though it appears on the list.

If you have the language cartridges View, Viewsheet, Lisp and so on, these will appear on the menu. Entering a rom from the panel is a simple matter of highlighting the one you wish to use and pressing Return.

Under the heading Mos lie the operating system functions. Some functions listed under this menu and further sub-menus do not directly concern the Electron – the rom can be used on the BBC



Figure 11: The Mos menu

Micro and Master as well.

Clock, for instance, accesses the real time clock in the Master. Trying to access one of these extra functions on the Electron results in the error message: "Not supported".

This should not be a problem, and if you ever upgrade to the heady heights of the BBC Master, you'll have one less rom to replace.

Available under the same heading is a pop-up-calculator that allows conversion between decimal, binary and hexadecimal and simple arithmetic to be performed.

It's a lot easier to use this than to perform the same feats from Basic.

Another useful function under the same heading is the rom list which lists the 16 rom locations allowed by the operating system and their contents, if any.

In this window it is possible to switch off (in effect unplug) any of the roms.

This can be useful for stopping one rom accepting a star command intended for another.

Under the File menu are various functions concerned with filing systems, information on files, changing drive with disc systems and so on.

Finally, most powerful of all, is the Panel menu itself. This enables you to tailor the panel or design a completely new one.

It is possible, for instance, to create a panel which only contains those functions directly relevant to the Electron. Although this is not strictly necessary, it shows what can be achieved.

User defined panels can be saved to the current filing system, ADFS disc for example, and then the panel can be re-entered at a later date with *ACP followed by the filename.

Advanced Control Panel is supplied with a comprehensive 29 page manual that contains everything to get you started from fitting the rom right up to the more advanced features of the software.

It is a reasonably user-friendly piece of software, and although a luxury item I can recommend it to anyone who wants easy access to the Electron's functions.

One word of warning before you rush out and buy it – make certain that you can easily read 80 column text on your television or monitor.

Product: Advanced Control Panel
Price: £34.50
Supplier: Advanced Computer Products, 6 Ave House, Chobham, Surrey GU24 8LZ
Tel: 0276 76545

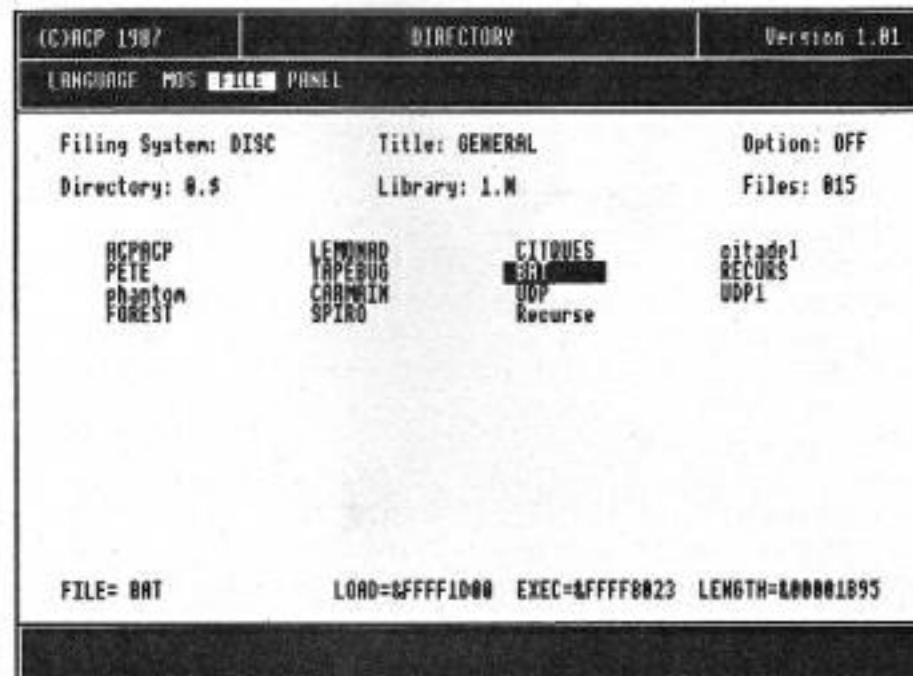
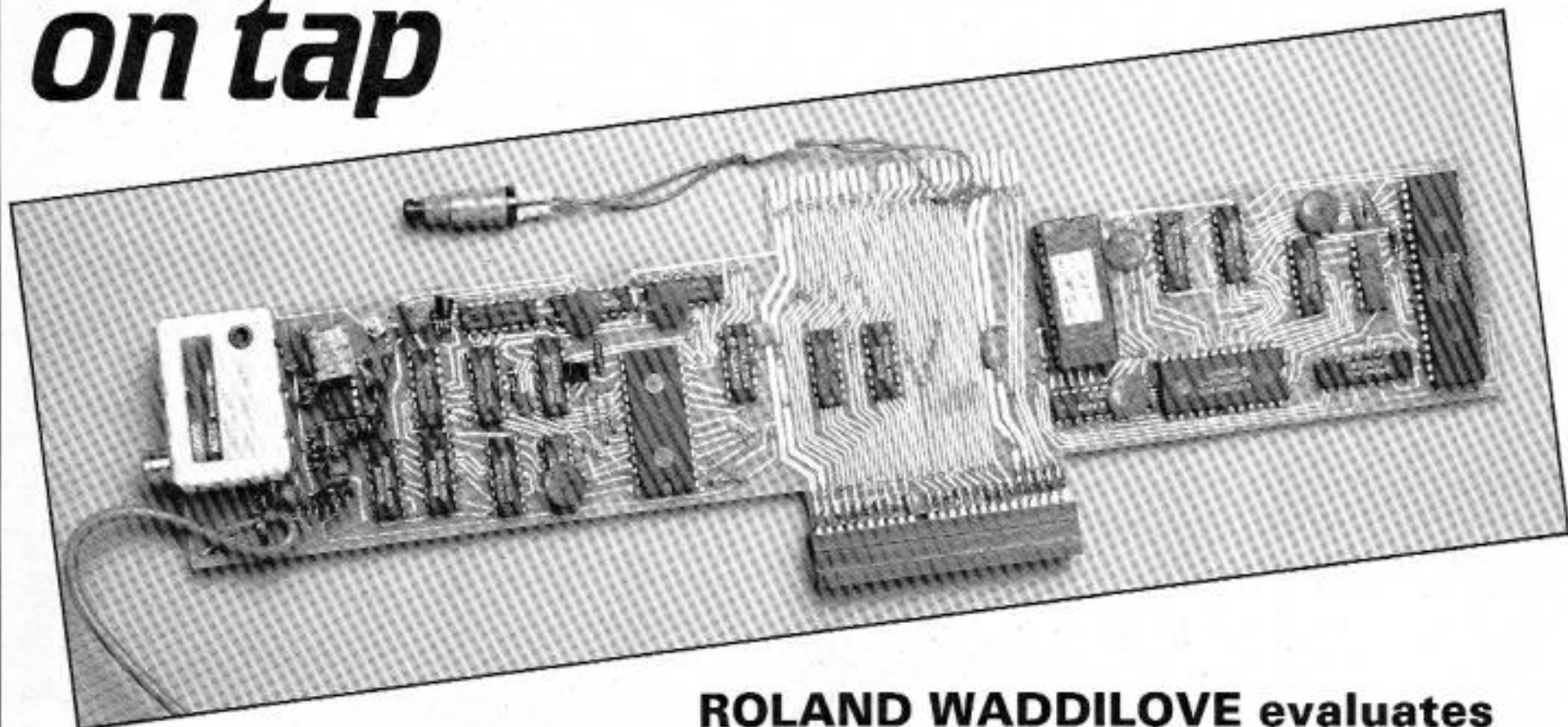


Figure 1: The disc catalogue under ACP control

Hardware Review

Teletext on tap



ROLAND WADDILOVE evaluates a Mode 7 adapter for the Electron

Product: Mode 7 Adapter
Price: £89.00
Supplier: Jafa Systems, 9
Lon-y-Garwa, Caerphilly,
Mid-Glamorgan
Tel: 0222 887203

IT has taken nearly four years, but now here at last is a true Mode 7 adapter for the Electron. And very impressive it is too.

It's a hardware add-on which plugs directly into the back of the Electron and is about the same size as a Plus 1.

The pre-production prototype version I tried was not cased, so I can't say what it will look like when finished. Hopefully, it will match the colour and style of the Electron.

Plus 1, 3 and Rombox owners needn't worry, as the edge connector is continued at the rear of the board and our Rombox Plus and Cumana disc interface worked perfectly throughout the review.

There is a short monitor lead on the left side of the board which is not, as I first thought, for plugging into a monitor, but into the moni-

tor socket on the Electron's side.

The TV output is taken from the Mode 7 adapter itself, not the Electron. There isn't a monitor output, and I hope this slight deficiency is rectified on production models.

There's really very little to it. You simply plug in, switch on, type *MODE7ON and tap the Break key. You now have Mode 7 in addition to the normal modes 0 to 6.

HIMEM is set at &7C00 so 5k extra ram is available for your programs.

The Electron has a habit of clearing this on pressing Break (it still thinks this is the screen memory) so there's a special reset button which acts like a soft Break. However, the content of the extra ram stays intact.

You can print all teletext characters, colours and graphics on the Mode 7 screen and you can even poke it directly if you wish.

As a test I borrowed half a dozen BBC discs from the *Micro User* team and booted them up on the Electron. They all worked.

In fact, no matter how

they were written – legally or illegally – they produced a perfect display every time.

One of the toughest tests was *Invasion* from the February 1984 issue of *The Micro User*. This is a Mode 7 version of space invaders.

After adding two lines to stop the introductory music from playing it ran first time. It was every bit as good on the Electron as it is on the BBC Micro.

As a bonus, the adapter also works with Slogger's Turbo (but not 64k shadow ram mode), so now you can have the speed of the BBC Micro and Mode 7 as well.

With this combination quite a high proportion of (unprotected) BBC Micro software will run on the Electron.

But you won't be able to run commercial software such as Acornsoft's Revs.

There are many reasons why this won't work. One is simply that the software checks which micro it is running on while loading and will stop if it's an Electron.

You can turn the adapter off at any time so the micro behaves as a normal

Electron.

Several new commands have been added to the Electron's operating system. The Mode 7 display can be brought down the screen with *TV255 and the BBC Micro's red function keys are emulated on the Electron's keyboard.

On the BBC Micro you can press Shift, Control or Shift+Control and a function key to obtain special effects.

This doesn't work on the Electron, but after *EFN and Break the bottom three rows of the keyboard emulate these keys when used with Caps Lk/Func.

At £79 the adapter costs as much as an Electron itself and must be considered a luxury rather than a necessity.

Remember, no matter what you add to an Electron, it will never be exactly the same as a BBC Micro, and you could end up paying out more.

However it does carry the Electron a long way down the road towards that great micro, and if money is no object then I can recommend it. ■

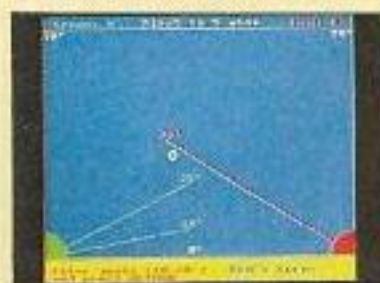


... up to £5 on nine
quality educational
programs

Full-length programs
designed to stimulate,
educate and entertain
— in school and at home



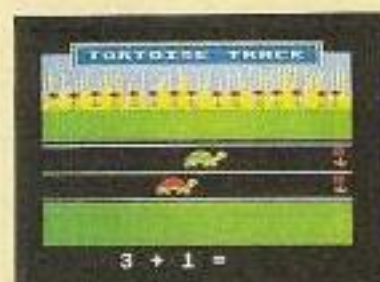
Windmill: Word, number
and colour recognition



Angler: Fun with angle
estimation



Spelldroid: Learn to spell
with our friendly robot



Tortal: Teach and test
the rules of single addition

Educational Computing on the Electron

Volume 2 of *The Micro User* Education Special contains nine full length programs written to the highest standards and each picked to combine educational worth with sheer enjoyment. The nine programs cover topics from early reading and simple sums to the rules of punctuation and angle estimation — and there's an excellent introductory database.

The programs on the tape and disc have been adapted for the Electron and the magazine contains all the original listings together with advice on how they can be adapted to cater for individual needs.

Covers all age ranges from infants to secondary.



+



=

£3.95

Normal price £5.95

£2
Saving!



+



=

£4.95

Normal price £9.95

£5
Saving!

PLUS:

Database: A comprehensive database for the young learner.

Chinese Takeaway: Teach and test the rules of simple subtraction.

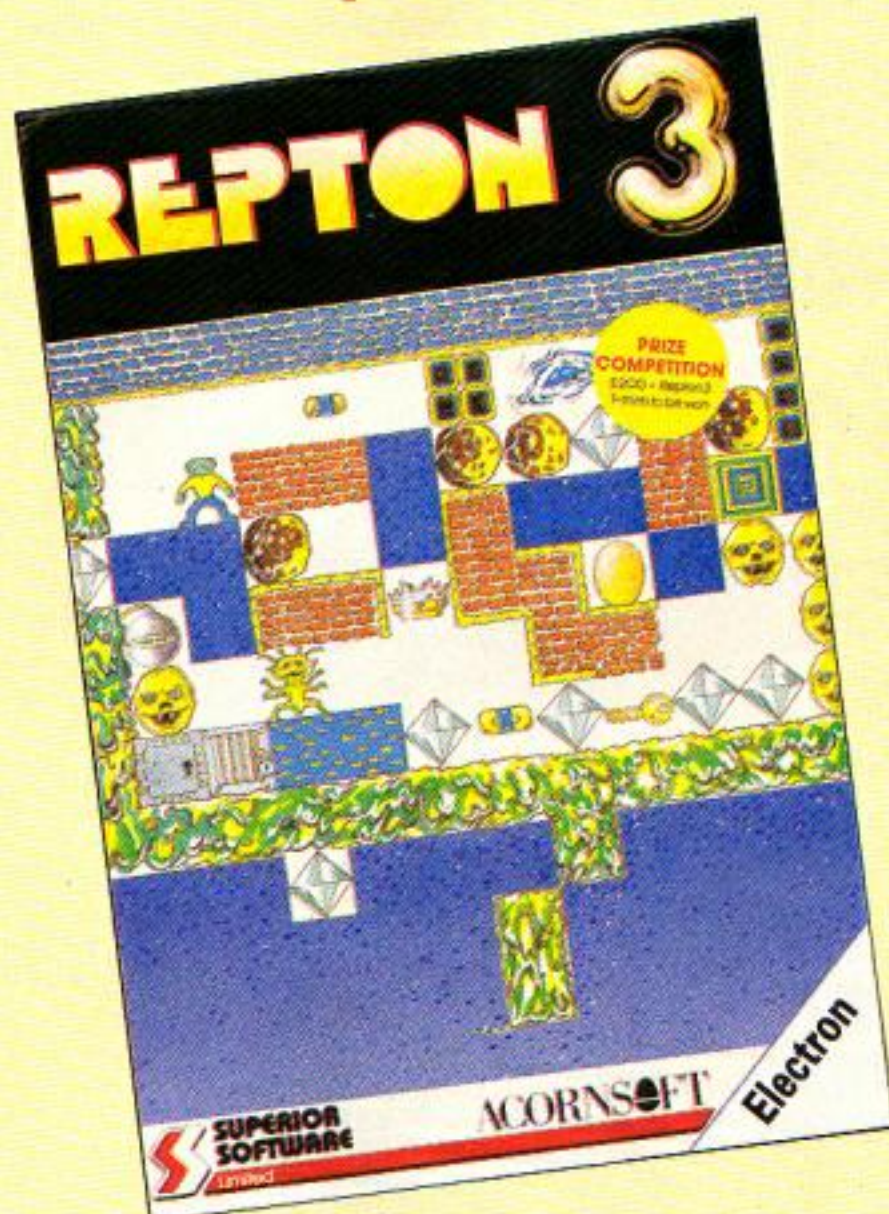
Fun Factors: Arcade style factor learning.

Discovery: A strategy based phrase identification game.

Punctuation: Test and teach the rules of punctuation.

To order turn to the
form on Page 53

Devise your own Repton screens ... and baffle your friends!



First there was Repton, voted Game of the Year in 1985. Then came the universally acclaimed Repton 2 with a whole set of new challenges. Now comes Repton 3 – all the fun of the first two games but with even more appeal!

Not only are there 24 screens with a host of brand new challenges, there is also a feature-packed screen designer.

Now you can devise your own fiendish screens for your family and friends to solve. Position timebombs, sprinkle the growing fungus, and set devious puzzles of rocks and diamonds. Then you can save your masterpiece to cassette or disc.

It's certainly a game which will keep you entertained for months!

You can buy Repton 3 from us and **SAVE £2** on the normal selling price.

Or you can take out a subscription and **SAVE a massive £5**.



Design a screen then playtest it



You can even change the characters

SAVE UP TO **£5**

	RRP	Special reader offer	YOU SAVE	Offer including subscription	YOU SAVE
Cassette	£9.95	£7.95	£2	£16.95	£5

TO ORDER PLEASE USE THE FORM ON PAGE 53



Let's keep it clean . . .

MARK SMIDDY sorts out your cassette loading problems

IF YOU use tape to load and save your programs regularly then I expect that you've sometimes had the annoying problem of your cassette player refusing to load a program.

How often have you had Data? Block? and Rewind tape messages?

Fortunately this seldom happens. But when it does what can you do when things go wrong?

Blood pressure rises, nerves become frayed and temperatures reach boiling point. Don't despair, these problems can be overcome.

The record/playback head in a tape player is an extremely fragile and sensitive piece of equipment. It reads a fine track of magnetic information off the tape and passes it on to the electronics where it is amplified thousands of times.

Therefore any error which occurs on the tape is also amplified greatly.

Your Electron is very sensitive to these problems, that's why it will rudely print Data? right in the middle of a program that seems to be loading perfectly.

Loading, is in fact quite a complex operation. When a program is saved it is split up into small sections and each section or block saved is made up of two parts.

The first part or header, contains information about the file - its name, load and execution address, the block number, length and Cyclic Redundancy Check or CRC.

The second part contains the actual data and is made

up of a long string of bytes. There can be 65535, but 256 is the usual maximum. Tagged on to the end of the data is another CRC.

The CRC is a checksum calculated using every single byte of data. It is sensitive enough to detect errors of just one incorrect bit in many thousands.

When the operating system finds that the CRC on tape does not tally with the one that it has calculated, it informs you of the error and asks you to rewind the tape a little.

Holding the rewind button down for second or so is usually enough. This can occur in either the header or data section of the block hence the errors Header? and Data?

But what about Block? This occurs when for some reason the operating system loses track of the block should be loading from tape.

It keeps a count of the last block number that loaded and expects to find the next one in sequence. Block? is not a serious error and most often occurs when the header has become corrupted.

Cassette tapes are covered in a magnetically sensitive material. Ferric oxide is the most common used, but what most people don't realise is that these materials are just very fine powders glued to a backing material and there is approximately 6750 feet of tape in a C60.

You may well ask "What difference does all of this make?". The answer quite

simply boils down to the record/playback head. As the tape is dragged over it at a rate of almost 1.9 inches per second a certain amount of friction occurs.

This causes the tape to shed a very small amount of oxide over the head, capstan and pinch roller. Figure 1 shows the positions of these items.

Over a period this deposit builds up to the point at

therefore problems occur much faster.

Just to add insult to injury, this dust is highly abrasive and if you are using a high quality player then you are quite likely to do severe damage to the head. Would you polish the family silver with sandpaper?

Use cheap tapes and that's effectively what you are doing to the record/

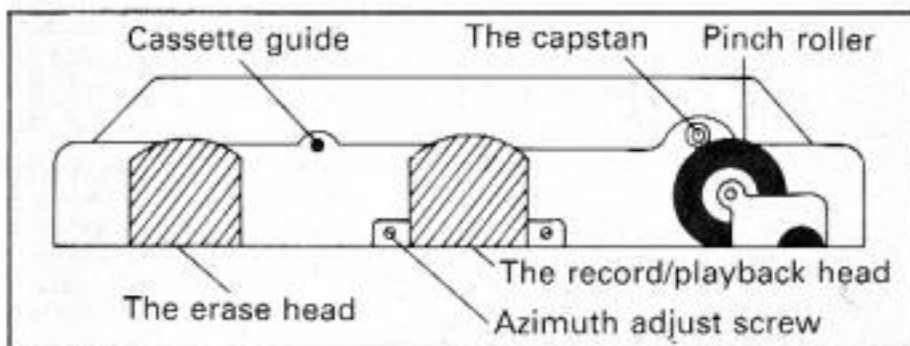


Figure 1: The positions of the record and playback components.

which it starts to cause problems. Woolly sound, tape skid (wow and flutter), or magnetism.

These problems can be identified by listening to a music cassette that you have recorded yourself on a good hi-fi cassette recorder.

Dirt on the head or magnetism causes the music to sound woolly or dull and lose volume, skid is fairly obvious.

None of these problems are particularly difficult or expensive to put right if caught in time, and can usually be solved by the application of a proprietary brand of tape head cleaner and demagnetiser.

The problem with cheap, poor quality cassettes is that they shed their oxide at a much higher rate and

playback head. Assuming that the head survives this battering the pinch roller invariably suffers.

In fact it is usually due to dirt on the pinch roller that causes tape decks to 'eat' tapes, leaving you with many feet of useless tape crammed inside your recorder.

The answer is to use a cleaning tape and use it often. Every eight hours of play is usually sufficient. Wet cleaning systems are always preferable since they tend to do much less damage. I have resorted to cotton buds and industrial alcohol as these are usually adequate.

If the tape is still wowing after a thorough clean then

Turn to Page 24 ►

Feature

◀ From Page 23

the fault is most likely to be in either the deck or the tape itself.

Again, cheap tapes are most likely to suffer from or cause this type of problem. The spools may become partially jammed inside the cassette.

This can sometimes be cured by fast forwarding and rewinding the cassette a few times, though usually a replacement of better quality is the only option.

If several cassettes seem to produce the same amount of wow, then the problem most likely lies inside the mechanism of the deck itself. This sort of trouble should always be referred to a qualified engineer.

Another problem that

sometimes crops up with cheap tapes, is tape stretch. This is why manufacturers of tape decks recommend that you avoid the use of C120 cassettes.

In both cases, the backing material used is very thin and a lot of rewinding can literally cause the tape to get longer and thinner and eventually snap. In the case of computers, tape stretch would cause data loss long before a snap occurs.

No matter how much you spend on a cassette though, never touch the surface of the tape as this may ruin that section irreparably and corrupt any data that it holds.

That covers the tape problems, but there is another problem of azimuth angle.

This can be thought of as being the alignment of the

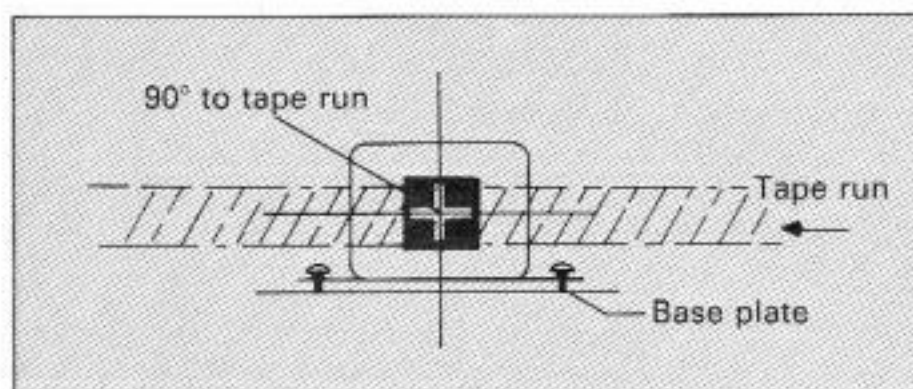


Figure 11: The record and playback head showing azimuth angle.

tape head with respect to a perpendicular drawn through the tape run. As Figure 11 shows, 90 degrees is the angle for compact cassettes.

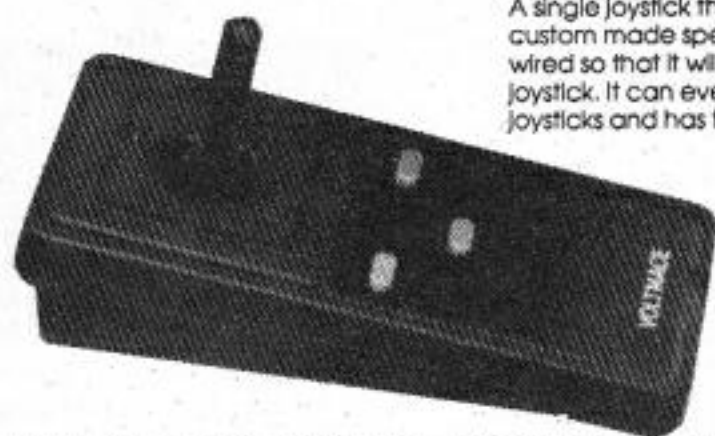
If after cleaning the tape heads the sound is still not crisp and clear you can try adjusting the azimuth angle. Place a cassette known to be of good quality in the recorder and press play.

Listen to the sound and

with a small screwdriver turn the adjusting screw slowly left and right until the sound is at its brightest. (Never turn the screw more than one full turn in either direction.) Do the same for the B side of the cassette. The head will now be correctly aligned.

The Electron is a reliable loader and these hints and tips should ensure that you have trouble free loading.

JOYSTICKS—THE COMPLETE SOLUTION



DELTA 3B SINGLE—BBC B or ELECTRON PLUS 1 £12.95

A single joystick that in some ways can act as two. The custom made special "low noise" potentiometers are wired so that it will work as a left hand or right hand joystick. It can even run some programs written for two joysticks and has the fire buttons of both.

DELTA 3S SINGLE—MASTER COMPACT or ELECTRON FIRST BYTE INTERFACE £12.95

The same light, hand-held, fast, light action of a 3B but fitted with switches for use with a switched joystick interface, such as a First Byte.

FIRST BYTE INTERFACE £19.95

SPECIAL OFFER £29.95

Buy a DELTA 3S and a FIRST BYTE INTERFACE together for £29.95

NEW III DELTA 3SD SINGLE—MASTER COMPACT or ELECTRON FIRST BYTE INTERFACE £19.95

Optical Feed Back. The joystick is fitted with 5 coloured lights to show you exactly when a switch has operated, so you need only move the joystick a minimum amount, and can be certain that you have given a true diagonal signal to the computer.



Available from your dealer
or direct from us



DELTA 3B TWIN—BBC B or ELECTRON PLUS 1 £19.95

A direct but improved alternative for the original ACORN joysticks, with 2 joysticks wired to one plug. As with all our joysticks they have the fast action sprung to centre return of the steel shafted nylon covered joystick. The light action makes them ideal to hold and the 3 fire buttons allow left or right-handed use.

Voltmace

Unit 9
Bondor Business Centre
London Road
Baldock
Herts SG7 4NG
Telephone: (0462) 894410

SO far in this short series exploring the programming language Lisp we've examined some of the simpler built-in functions such as CAR, CDR, SETQ and the predicates.

Now it's time to get down to some real programming. We'll see how to define our own functions and write our first Lisp program.

Before we do that, let's look at how Lisp handles maths functions, as it is rather unusual. Forget the normal +, -, * and / functions that you may be familiar with.

Lisp not only uses PLUS, DIFFERENCE, TIMES and QUOTIENT, but they also operate in a completely different way.

As you might expect with a powerful list processing language, PLUS will add not just two numbers but complete lists of numbers. For instance, enter:

```
(PLUS 57 328)
(PLUS 5 8 2 6 3)
```

TIMES works in a similar fashion, multiplying all its arguments together. Enter:

```
(TIMES 20 30)
(TIMES 1 2 3 4 5)
```

DIFFERENCE however, can have just two arguments and subtracts the second number from the first:

```
(DIFFERENCE 100 45)
```

QUOTIENT is like BBC Basic's DIV and there is also a corresponding MOD function in Lisp - REMAINDER:

```
(QUOTIENT 26 8)
(REMAINDER 26 8)
```

See if you can work out the result of the following Lisp S-expressions, then enter them at the keyboard and confirm your results:

```
(TIMES (PLUS 3 4) 5)
(SETQ x 48)
(SETQ y 6)
(QUOTIENT x y)
(SETQ n '(56 45))
(PLUS (CAR n) 10)
(PLUS (CAR n) (CAR (CDR n)))
```

That just about sums up

DEFUN of Lisp will now begin...

In Part III of his Lisp series Roland Waddilove shows how to write your own functions

Lisp's maths functions. They are quite primitive and use integers throughout.

Lisp implementations on larger computers don't have this restriction and there are normally many more maths functions.

Floating point arithmetic, SIN, COS, TAN, LOG and so on are commonly found. However, they do require a lot of memory and unfortunately it wasn't possible to implement them on the Electron.

It's now time to write a program and start defining our own functions. For this we'll need to use a built-in Lisp function called DEFUN.

As you know, CAR tells us the first item in a list. Unfortunately, CAR isn't a very good mnemonic so we'll define our own function *first* that does the same job:

```
(DEFUN first (x)
  (CAR x))
```

The first word in the definition is DEFUN, informing Lisp that we are about to define a function. This is followed by its name - *first* and any parameters it may require in brackets.

We are going to pass one parameter, and we'll call it *x*. It's rather like Basic's:

```
DEF FNfirst(x)
```

Lisp doesn't mind whether the parameter is an atom, number or list. In fact, if you wish, it can be different every time you call the

function. In our example we will be passing a list.

The body of the function definition is (CAR x) which simply tells us the first item in the list *x*. Test the function with:

```
(first '(beans on toast))
```

The result is the atom *beans* - the first member of the list (*beans on toast*).

Define the following functions:

```
(DEFUN add1 (n)
  (PLUS n 1))

(DEFUN sub1 (n)
  (DIFFERENCE n 1))
```

and test them with:

```
(add1 5)
(sub1 5)
(add1 (sub1 5))
```

Last month we looked at a group of commands called predicates. These determine whether something is true or false - T or NIL in Lisp. We'll use these in our next function definitions.

Normally, when we determine whether something is true or false in a program we wish to do something as a consequence - IF something is true THEN do this ELSE do that.

In Lisp we use the built-in function COND. It works in a similar manner to Basic's IF/THEN/ELSE but is much

more powerful. In general terms the format is:

```
(COND
  (test1 do_this)
  (test2 do_that)
  (test3 or_this)
  (test4 or_that)
  (...))
```

Lisp will start with *test1* and evaluate each test in turn. If it finds one that is true it will evaluate the remainder of the line and then skip the rest of the tests and continue after the COND.

For instance, IF *test2* is true THEN it will evaluate *do-that*, whatever it may be.

There can be as many tests as required and the first to evaluate to true ends the COND. It is often useful to offer a default in case none of the tests are true.

For this we use T. As T is always true the test is true and the rest of the line is evaluated. For instance:

```
(COND
  ((ZEROP x) 'zero)
  (T 'non_zero))
```

will return *zero* if *x* is zero otherwise *non-zero* will be returned.

We can write a similar function to test for negative numbers:

```
(DEFUN test (x)
  (COND
    ((MINUSP x) 'Negative)
    (T 'Positive)))
```

Turn to Page 26 ►

Programming

FJ*

Enter and edit Lisp programs in View and save them as normal.
EXEC then in into Lisp using: (* 'EXEC! name)
In fact you can set up two function keys to switch between Lisp and View.
Note that comments like this are ignored.

```
*** Recursive program to find the biggest number ***
```

```
(DEFUN input ()
  (PRIN 'Enter two numbers:)
  (biggest (READ) (READ))
)

(DEFUN biggest (num1 num2)
  (COND
    ((ZEROP num1) 'second)
    ((ZEROP num2) 'first)
    (T (biggest (sub1 num1) (sub1 num2))))
)

(DEFUN sub1 (num)
  (DIFFERENCE num 1)
)
```

[illegible]

Figure 1: A simple recursive program

◀ From Page 25

To see if this works enter:

```
(test 5)
(test -5)
```

Finally, we'll take a brief look at recursion, probably the most important (and difficult to grasp) concept in Lisp programming.

Figure 1 shows a short Lisp program which will read two numbers from the keyboard and tell us whether the first or the second is biggest.

I'm not holding this up as an example of good Lisp programming, there are much better ways of doing this and it is simply to illustrate recursion. Enter it and type:

to run it. Try entering small numbers like 5 and 6 at the prompt and check that the correct answer is printed. You can enter the numbers on separate lines or put them on the same line separated by a space.

What happens with very large numbers? Try entering 1234 and 5678 and see what

happens. You will get a No room error message. All that recursion uses up a lot of memory, so there is a limit to how far you can recurse.

This program is easiest to understand if you start with the last function and read through till you get to the first. In fact you could enter it this way if you wish.

The last function *sub1* simply subtracts one from its argument, *num*. The second function *biggest* expects two numbers *num1* and *num2* and works out which is biggest.

The main body of the function is taken up by COND which has three tests. The first asks if *num1* is zero.

If it is, the second number must be bigger (I'm assuming here that both numbers are positive).

The second test asks if *num2* is zero and if it is, the first number must be biggest.

If neither are zero we come to the default test `T`. `T` is always true so Lisp evaluates the rest of the line. This calls *biggest*, but this time

subtracts one from each number first.

So *biggest* keeps on calling itself and each time subtracts one from each number. Eventually one of them will become zero and a result will be found from either the first or second test.

The first function *input*, prints a message on the screen using `PRIN` and then calls *biggest* passing it two numbers `READ` from the keyboard.

This short piece of code has all the hallmarks of a Lisp program and is worth studying.

It is far from finished, and you might like to add extra features.

For instance there is nothing to stop you entering two words instead of two numbers (NUMBERP tests for numbers). Also, negative numbers may cause problems (MINUSP tests for negative numbers).

What will happen if both numbers are zero? I'll leave it to you to modify this short program.

Finally, I'll leave you with a more useful Lisp program:

```
(DEFUN DUMP ()
  (PRINC 'Input_filename:)
  (SETQ name (READ))
  (SETQ file (OPEN name T))
  (LOOP
    (UNTIL (EOF file))
    (PRINTC (READLINE file)))
  )
  (CLOSE file)
)
```

This function can be used to display a text file stored on disc. You can use it to look at View files, spooled programs, boot files and so on. Type it in then enter:

(DUMP)

to run it.

You'll be prompted for a filename, then the text will be read from disc and printed on the screen.

I think you'll agree that it is short, neat and quite easy to understand, even though I have not covered all of the commands used.

● I hope I've whetted your appetite for Lisp. It's a fascinating language and well worth exploring. Next month we'll be looking at the language Logo, using Acornsoft's Logo cartridge and Turtle Graphics cassette.

Going up the wall?

I WONDER how many Electron owners when buying their micro, said to their wives, "It'll even help with the housework dear" and have since spent many hours trying to justify that statement.

Well, now you can, with this extremely useful utility to help you calculate how many rolls of wallpaper you will need when decorating a room.

As a bonus, the program also contains some useful routines to use in your own programs, like a box highlighted input function and a rounding up function.

When the program is run an open roll of wallpaper is drawn and you are asked to say if you would like to use decimal or imperial measurements.

Answer with D or I and the program will confirm your choice by printing the word.

Next you will be asked the size of the room that you wish to decorate, both in length and height.

The height is between the skirting

board and the ceiling, the length of the walls is the total distance around the room, including doors and windows to allow for any wastage.

When you are working in a room with different ceiling heights measure each height separately and add the totals together.

You will now be asked for the dimensions of the roll of wallpaper.

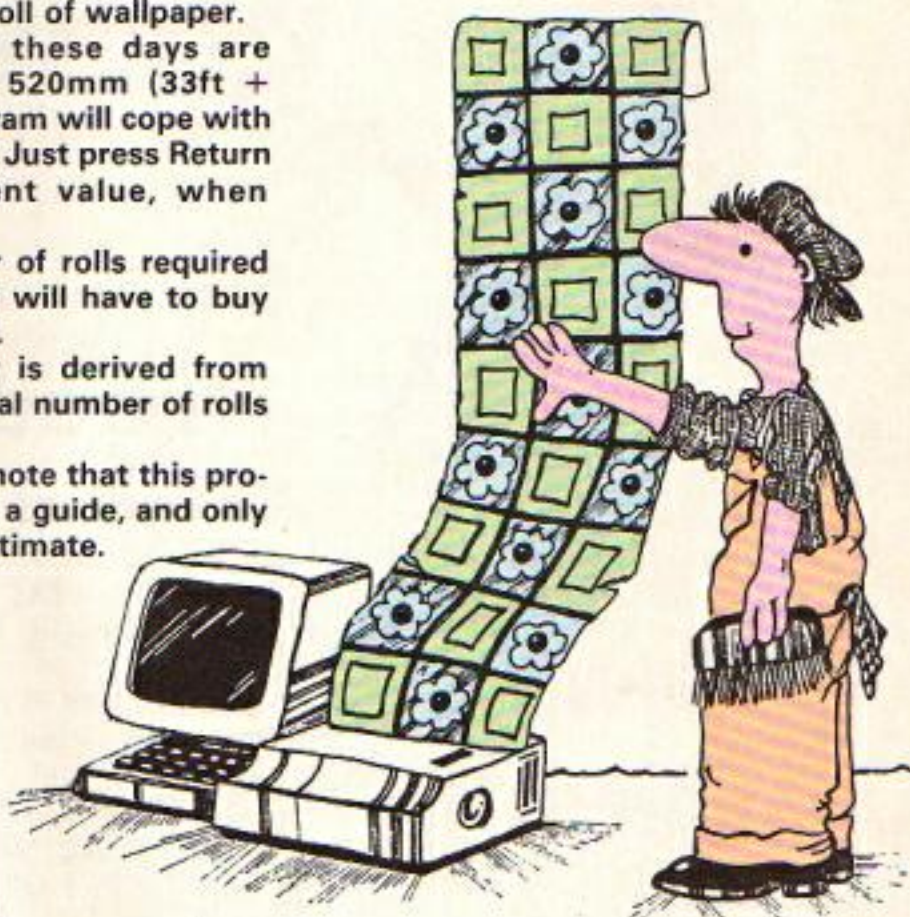
Most rolls sold these days are precut to 10m + 520mm (33ft + 20.5in), so the program will cope with these automatically. Just press Return or enter a different value, when prompted.

The total number of rolls required and how many you will have to buy will now be printed.

The total to buy is derived from rounding up the total number of rolls required.

However, please note that this program is intended as a guide, and only provides a rough estimate.

BARRY WOODS
presents a
utility to help
with the
decorating



VARIABLES

D Distance around room
H Height of walls.
L Length of roll.
R How many rolls are needed.
W Width of roll.
@% Format numbers to two decimal places.

```
10 REM Wallpaper Calculat
or
20 REM by Barry Woods
30 REM (c) Electron User
40 RX=50
50 MODE 4
60 VDU 23,1,0,0;0;0;0;
70 PRINT TAB(9,10)"Thinki
ng, please wait."
80 DIM TS(80),TC(80)
90 NX=0
100 FOR X=-PI TO PI STEP 0
.08
110 TS(NX)=SIN(X)*RX
120 TC(NX)=COS(X)*RX
130 NX=NX+1
140 NEXT
150 CLS
160 PROCscroll
170 VDU 23,1,1,0;0;0;0;
180 @X=&20205
190 PROCbx(STRING$(10,"")
+Wallpaper Calculator"+STR1
NG$(9,""),2)
200 PROCbx("Decimal or Imp
erial D/I? ",6)
210 REPEAT
```

```
220 G=GET AND 80F
230 IF G=68 MS="metres":mX
=1:PRINT"Decimal" ELSE IF G=
73 MS="feet":PRINT"Imperial"
:mX=0
240 UNTIL G=73 OR G=68
250 H=FNbox("Input height
of room in "+MS+" ",8)
270 D=FNbox("Total length
of walls in "+MS+" ",10)
280 IF D=0 OR H=0 PRINT"
Silly room dimensions":VDU 7
:END
290 AS="Roll length in "+M
S+" or Return:"
300 L=FNbox(AS,12)
310 IF L=0 PROCbx(AS,12):I
F mX=1 PRINT"10m":L=10 ELSE
IF L=0 AND mX=0 PRINT"33ft":
L=33
320 AS="Roll width in "+MS
+" or Return:"
330 W=FNbox(AS,14)
340 IF W=0 PROCbx(AS,14):I
F mX=1 PRINT"520mm":W=0.52 E
LSE IF W=0 AND mX=0 PRINT"20
.5in":W=20.5/12
```

```
350 R=(D/W)/(L/H)
360 IF R>INT(R) RX=R+1 ELS
E RX=R
370 PRINT TAB(5,22)"The ro
om requires ";R;" rolls."
380 @X=0
390 PRINT TAB(9,24)"Purcha
se ";RX;" rolls"
400 END
410
420 DEF FNbox(n$,Y%)
430 PROCbx(n$,Y%)
440 INPUT T
450 =ABS(T)
460
470 DEF PROCbx(n$,Y%)
480 xlength=LEN n$*32
490 y%=1024-Y%*31
500 MOVE 0,y%+8
510 DRAW xlength,y%+8
520 DRAW xlength,y%-40
530 DRAW 0,y%-40
540 DRAW 0,y%+8
550 PLOT 0,4,-12
560 VDU 5:PRINT n$:VDU 4
570 PRINT TAB(LEN n$+1,Y%)
;
```

```
580 ENDPROC
590
600 DEFPROCscroll
610 RX=50
620 VDU 29,100;400;
630 FOR NX=0 TO 59
640 PROCplt
650 NEXT
660 GCOL 0,0
670 PROCplt
680 GCOL 0,1
690 MOVE -16,-50
700 DRAW 100,-250
710 PLOT 85,1000,-50
720 PLOT 85,1100,-250
730 PLOT 85,100,-250
740 VDU 29,200;100;
750 FOR NX=41 TO 75
760 PROCplt
770 NEXT
780 VDU 29,0;0;
790 ENDPROC
800
810 DEF PROCplt
820 MOVE TS(NX),TC(NX)
830 DRAW TS(NX)+1000,TC(NX)
840 ENDPROC
```




FRENCH

on the
RUN!



**The adventure game
with a big difference.**

**£9.95
cassette**

**You're on
your own in
Occupied
France —
facing the
toughest test
that a British
pilot has
ever had to
experience!**

DATABASE SOFTWARE

The year is 1943. As an RAF officer stranded in Occupied France you have one aim — to get back to Britain.

The only way to do this is to try to pass as a Frenchman, but if your French isn't good enough you risk capture and interrogation by the police or even the Gestapo.

Even the simplest tasks — from buying food to taking buses — place you at risk. And to add to your problems you've got limited funds: "Should I hitch a lift or take the train?", "Do I sell my belongings or get a job?"

Whatever you decide to do, time is short. And there are always people willing to denounce you...

French on the Run is that rare combination: A truly educational program that's also a thoroughly enjoyable game. This text adventure not only tests your grammar and vocabulary, but your knowledge of France and the French way of life.

And as your French improves the language problems get harder and the situations become progressively more dangerous. There are four routes to complete in sequence — you need the password from the last before attempting the next. The standard of French required is about O level, though on the last route it rises to just below A level.

**And there's a chance for you to try out the French you'll learn in practice:
We are offering a FREE WEEKEND IN PARIS as a prize to the first person to
get back to England alive, having broken a code near the end of the final route.**

For teachers: French on the Run uses multi-choice questions with randomised distractors, all carefully chosen to illustrate linguistic points or points concerning things French. The program is meant for individual assessment, but can be used just as effectively for classroom work. A sealed envelope contains details of how the secret passwords are created.

TO ORDER PLEASE USE THE FORM ON PAGE 53

FOR most of us, Basic programs never run successfully first time. I used to overcome the problem using STOP or Escape to halt the program at various points and printing the values of the variables which I thought were causing the problem.

This was very time consuming and trying to remember all the variable names was nearly impossible. The answer was at my finger tips – let my Electron do the job for me.

The machine code when assembled, is stored at memory location &900 on Disc machines using DFS or ADFS and &E00 on Tape machines.

In the last case PAGE must first be set to &1100, but don't worry about setting all this up as the program will do it for you.

To use the utility from within a Basic program insert the line CALL &900, or CALL &E00 depending on which filing system your machine uses.

When this line is executed the screen will clear and the title LIST VARIABLES will appear followed by the question "Numerical values in Hex or Decimal?". Press H for output in hex or D for decimal output.

The program will ensure that the Caps Lock light is on before you input your choice. When you have made your choice all the active variables will be displayed in the following format:

```
Variable_Name=12  Decimal
Variable_Name=C   Hex
```

The ampersand '&' will not be printed in front of Hex values. The program will also cope with arrays which have up to four subscripts. The output format in this case is:

```
Variable_Name(0,0,0,1)=12
```

or if the array has too many subscripts

```
Variable_Name(More than
               4 subscripts)
```

The program puts the

Don't get your variables in a twist

FRANK MACBETH'S program lets your Electron fingers do the walking

Electron into paged mode so remember to press the Shift key to view all your variables. When all the variables have been displayed the message "Do you wish A% to Z%?" will appear.

These are the resident integer variables and are stored in a special section of the Electron's memory. Pressing Y will display them, followed by the message "Any key returns to BASIC".

This is to allow you to examine the value of your variables before handing control back to your Basic program.

To see how the program works we must first examine how Basic stores its variables. A series of linked pointers are used for each letter of the alphabet. For each upper and lower case letter, two memory locations are set aside in page four.

These contain the address, lo-byte first, of the first variable with that particular initial letter.

These are called the base

pointers and start at location &482 for the letter "A" incrementing in steps of two bytes until &4F4 and &4F5 which equate to "z".

The Basic variable, no matter what type – Integer, Floating Point or String – at this address is stored in a standard format which comprises three fields. The length and contents of the fields will vary depending on the type of variable.

The three fields are: The link field, name field, and the value field. The link field contains the address of the next variable with the same first letter as the variable we are looking at.

As this will be a 16 bit address the field will always be two bytes long.

Basic does not store its variables in the zero page of memory so if the hi-byte of the address is zero there are no more variables with the same first letter.

The name field contains the variable name, minus the first letter and terminated by a zero byte.

The value field contains

the actual value of the variable.

The resident integer variables are stored separately. They are allocated four bytes each starting at &404 which is equal to A%.

To fit into a small section of memory the program must use some of the Basic rom routines. To ensure that the Basic rom is paged in the program checks which rom socket Basic is in, (using the osbyte call &BB) compare this with the active language rom, and change it to Basic if necessary.

Using this method it is possible to run the program straight from Disc using a *FILENAME command.

Normally when this type of command is used the filing system rom is paged in, in my case the ADFS. In fact this is not true of the Electron because Basic always occupies rom 11. This routine is provided for compatibility with the BBC micro.

The Basic rom routines

Turn to Page 30 ►

Name	Entry Point	Function
p_char	&B558	This prints the contents of the accumulator using oswrch.
p_space	&B565	This is identical to p_char except that a space character is printed before calling p_char.
p_line	&BC25	Calls osnewl then zeros COUNT.
rdvar	&B32C	Reads a variable value from memory to its relevant accumulator.
cntos	&9EDF	Converts a numerical value into a string which will be in the string accumulator.
p_m	&BFCF	Prints the Ascii string which follows it on to the screen.

Table 1: Basic's variable handling routines

◀ From Page 29

and accumulators are listed in Tables I and II with a brief description of how they work, this will help fellow programmers who wish to use them in their own programs.

For further information I suggest you obtain a copy of The Advanced User Guide by Colin Pharo.

When using these routines it is a good idea to save the 'X' and 'Y' registers before entering them as some use these registers

and may not return their original values.

This could be disastrous if like me you tend to use them as counters throughout the program.

The program will also work within a procedure to list any local variables and parameters that have been passed to it.

To aid debugging I have included a checksum, as it is easy to type in LDA instead of LDY. The program will appear to assemble correctly but then refuse to work.

Integer Accumulator
Floating Point Accumulator
String Accumulator

&2A to &2D
&2E to &35
&600 to &6FF

Table II: Basic's main accumulators

At least if your check sum is wrong you can start to check for errors before perhaps locking yourself out of the keyboard.

Tape users should set PAGE to &1100 before loading the object code at &E00, then load their Basic program. Disc users may load the object code after their

Basic program or call it from the disc using *Vars as and when they need it.

One final point if you are using the disc version running at &900 the program runs on into the soft key buffer at &B00 so the contents of the function keys will be lost.

Variable listing

```
10 REM Print Variables
20 REM By Frank C Macbeth
30 REM (c) Electron User
40 PROCwhere
50 PROCsetup
60 PROCass
70 PROCcheck
80 END
90 DEFPROCsetup
100 IF PAGE=&1100 THEN csum%
=&84105 ELSE csum%=&83995
110 iA=&2A:zI=&70:lp=&72:k=&
73:y=&74:os=&75:di=&76:ty=&77:
np=&78:el=&7A:el_n=&7B:el_t=&7
D:d2=&7F:d_c=&80:d_a=&88
120 rdvar=&832C:cntos=&89EDF:
p_c=&8558:p_ln=&8C25:p_spc=&85
65:p_n=&8BFCF
130 res=&404:lk=&482
140 ENDPROC
150 DEFPROCass:CLS:VDU19,0,4
,0,0,0:PRINTTAB(13,8)"Please W
ait"
160 FOR optX=0 TO 2 STEP 2
170 PX=sX
180 [OPT optX
190 jsr bai:jsr hex:lda #14:j
sr &FFEE:ldx #8FE
200 .check inx:inx:lda lk+1,
X:beq ret:jmp pres
210 .ret cpx #114:bne check
220 lda #15:jsr &FFEE:jsr p_
m:EQUW &0000:EQUW Do you wish
AX to ZX ? :nop:jsr &FFEE:cmp
#859:bne stop
230 jsr p_ln:ldx #0:stx x
240 .n_r ldy #0
250 .n_b lda res,X
260 sta iA,Y:inx:iny:cpy#4:b
ne n_b
270 stx x:txa:lsr A:lsr A:cl
c:adc#64:sta y:and #1:beq n_l
280 jsr p_ln:jmp res_1
290 .n_l jsr p_spc:lda #1E:c
mp #19:bne n_l
300 .res_1 lda y:jsr p_c:jsr
p_m:EQUW "%":nop:ldy#840:jsr
p_c:ldx x:cpv#104:bne n_r
310 .stop jsr p_m:EQUW &0000
:EQUW "Any key returns to BASI
C":nop:jsr &FFEE:jsr p_ln:rts
320 .pres sta zI+1:lda lk,X:
sta zI:stx x
330 .next lda zI:sta np:lda
```

```
zI+1:sta np+1:jsr nam:iny:jsr
fld:dey:dey:jsr v_t:cmp #&FF:b
ne not_ay
340 jsr aysub:jmp a_n
350 .not_ay sta iA+2:lda #83
0:jsr p_c:jsr p_v
360 .a_n ldy #1:lda (zI),Y:b
ne more
370 ldx x:jmp ret
380 .more sta lp:dey:lda (zI
),Y:sta zI:lda lp:sta zI+1:jmp
next
390 .psa lda #36:beq fin
400 ldy #0
410 .pstra lda #600,Y:jsr p_
c:iny:cpy #36:bne pstra
420 .fin rts
```

This is one of hundreds of programs now available FREE for downloading on

MicroLink

In addition to these many BBC Micro programs will also run on the Electron.

```
430 .v_t lda (zI),Y
440 cmp #824:beq sg
450 cmp #825:beq ir
460 cmp #828:beq ay
470 lda #5:rts
480 .sg lda #881:rts
490 .ir lda #4:rts
500 .ay lda #8FF:rts
510 .p_v jsr rdvar:cmp#0:beq
pt
520 tay
530 .p_c_1 jsr cntos
540 .pt jsr psa:rts
550 .aysub iny:iny:lda(zI),Y
:sec:sbc #1:lsr A:cmp #5:bcc o
k
560 jsr p_m:EQUW "More than
4 Subscripts":nop:rts
570 .ok sta di:asl A:sta d2:
dey:dey:dey:jsr v_t:sta ty:cmp
#5:beq five
580 lda #4
590 .five sta os:sty y:iny:i
ny:iny:iny:ldx #0
600 .s_1 lda(zI),Y:sta d_a,X
:iny:inx:cpv d2:bne s_1
```

```
610 ldx #0:lda #0:sta el_n:s
ta el_n+1
620 .s_2 sta d_c,X:inx:cpv d
2:bne s_2
630 .n_el ldy #0
640 .p_el lda d_c,Y:sta iA:i
ny:lda d_c,Y:sta iA+1:lda #0:s
ta iA+2:sta iA+3:sty el:ldy#84
0:jsr cntos:jsr psa:lda el:clc
:adc#1:lsr A:cmp di:beq pb
650 lda #ASC(","):jsr p_c:ld
y el:iny:jmp p_el
660 .pb jsr p_m:EQUW ")=":no
p:lda y:clc:adc#3:stay:adc(zI),
Y:stay:lda el_n:bne ba_2
670 lda el_n+1:beq y_corr
680 .ba_2 lda #0:sta el_t:sta
el_t+1
690 .x_os tya:clc:adc os:stay
:bcc ud2
700 inc zI+1
710 .ud2 lda el_t:clc:adc#1:
sta el_t:bcc cpr
720 inc el_t+1
730 .cpr cmp el_n:bne x_os
740 lda el_t+1:cmp el_n+1:bne
e x_os
750 .y_corr jsr fld:lda ty:s
ta iA+2:jsr p_v:lda di:sec:sbc
#1:asl A:stay
760 .ud lda d_c,Y:clc:adc#1:
sta d_c,Y:lda d_c+1,Y:adc#0:st
a d_c+1,Y:lda d_a,Y:cmp d_c,Y:
bne x_el
770 lda d_a+1,Y:cmp d_c+1,Y:
bne x_el
780 lda #0:sta d_c,Y:sta d_c+
1,Y:dey:dey:cpy #8FE:bne ud
790 lda np+1:sta zI+1:rts
800 .x_el lda el_n:clc:adc#1
:sta el_n:bcc rs
810 inc el_n+1
820 .rs lda np+1:sta zI+1:js
r nam:jmp n_el
830 .fld tya:clc:adc zI:sta
iA:lda zI+1:adc#0:sta iA+1:rts
840 .nam jsr p_ln:lda x:lsr
A:clc:adc #65:ldy#1
850 .pn_1 jsr p_c:iny:lda (n
p),Y:bne pn_1
860 rts
870 .hex jsr p_m:EQUW &0C1FD
616:EQUW 1:EQUW LIST VARIABLES
:EQUW &001F:EQUW 3:EQUW Numer
```

```
ical values in Hex or Decimal"
:nop:lda #8CA:ldx #820:jsr &FFF4
880 .ans jsr &FFEE:cmp #844:b
eq dec
890 cmp #848:bne ans
900 lda #15:ora #880:jmp dec_
1
910 .dec lda #15:and #7F
920 .dec_1 sta #15:lda #12:js
r &FFEE:rts
930 .ba lda #8B:ldy #8FF:ldx #
0:jsr &FFF4:txa:cmp #F4:beq b_
d
940 sta #F4:sta #FE05
950 .b_d rts
960 EQUW 0
970 ]
980 NEXT
990 ENDPROC
1000 DEFPROCcheck:PX=PX-1:FOR
iX=sX TO PX:tX=tX+?iX:NEXT:PR
INT "Check Sum=";tX
1010 IF tX<>csum% THEN PRINT
"The Check Sum is NOT correct"
""It should be ";csum%" "Plea
se check your program":ENDPROC
1020 PRINT "Code stored at &
";sX;" to &";PX
1030 PRINT "CALL &";sX;" to e
xecute"
1040 PRINT "SAVE Vars ";sX;
";PX;" to save object code"
1050 ENDPROC
1060 DEFPROCwhere
1070 AX=0:XX=&70:YY=0:AX=(USR
&FFDA)AND &FF
1080 IF PAGE=&E00 AND AX=1 TH
EN PROCtape
1090 IF PAGE=&1100 THEN sX=&E
00 ELSE sX=&900
1100 ENDPROC
1110 DEFPROCtape
1120 *KEY0FORIX=TOP TO PAGE S
TEP -1:?(81100+IX-PAGE)=?iX:NE
XT:PAGE=&1100:MOLD:MRUNiM
1130 *FX138,0,128
1140 END
```

This listing is included in this month's cassette tape offer. See order form on Page 53.

Learning CAN be fun

- Use your Electron to teach and amuse your children at the same time.
- Three packages crammed full of educational programs – and so easy to use!
- Each program has been educationally approved after extensive testing in the classroom.

ONLY
£4.95 tape
£5.95
3½" disc



Ages 2-5

Alphabet
Colours
Counting
House
Magic Garden
Matchmaker
Numbers
Pelican
Seaside
Snap



PELICAN
Teach your children to cross the road safely at a Pelican crossing



HOUSE
Select the colours to draw a house – hours of creative entertainment

Ages 5-8

Balance
Castle
Derrick
Fred's Words
Hilo
Maths Test
Mouser
Number Signs
Seawall
Super Spell



NUMBER SIGNS
Provide the correct arithmetic sign and aim to score ten out of ten



BALANCE
Learn maths the fun way. Type in the answer to balance the scales

Ages 8-12

Anagram
Codebreaker
Dog Duck Corn
Guessing
Hangman
Maths Hike
Nim
Odd Man Out
Pelmanism
Towers of Hanoi



HANGMAN
Improve your child's spelling with this fun version of the popular game



ODD MAN OUT
Find the word that does not fit – before your time runs out

TO ORDER TURN TO THE FORM ON PAGE 53

THE BIG SQUEEZE

Bill Trevelyan discusses text compression techniques in Part II of his adventure programming series

IN the last article we discussed ways of storing text (which makes up a large proportion of any adventure program) open to the programmer embarking on the lengthy task of writing a game in Basic, with perhaps a bit of machine code thrown in here and there.

The most promising method is to set HIMEM at some convenient figure (say &2800), while &E00 to HIMEM holds the Basic program. HIMEM to &5FFF (in Mode 6) is reserved for the database.

Text, such as location descriptions, is stored as a

series of strings made up of Ascii codes.

Each string is terminated by a carriage return (&0D) and identified by a serial number. This enables the address of the start of the string to be read from a list of two byte addresses also stored in the database.

It is best to store location descriptions and the shorter messages as two separate groups. Each should have its own address list, largely for convenience in writing the program.

The technique can be improved, especially when memory is tight – but only at the cost of more elaborate programs to insert text into the database, and to recover it as and when required.

The first task is to get rid of the extra spaces which were inserted in order to produce an attractive appearance on the screen.

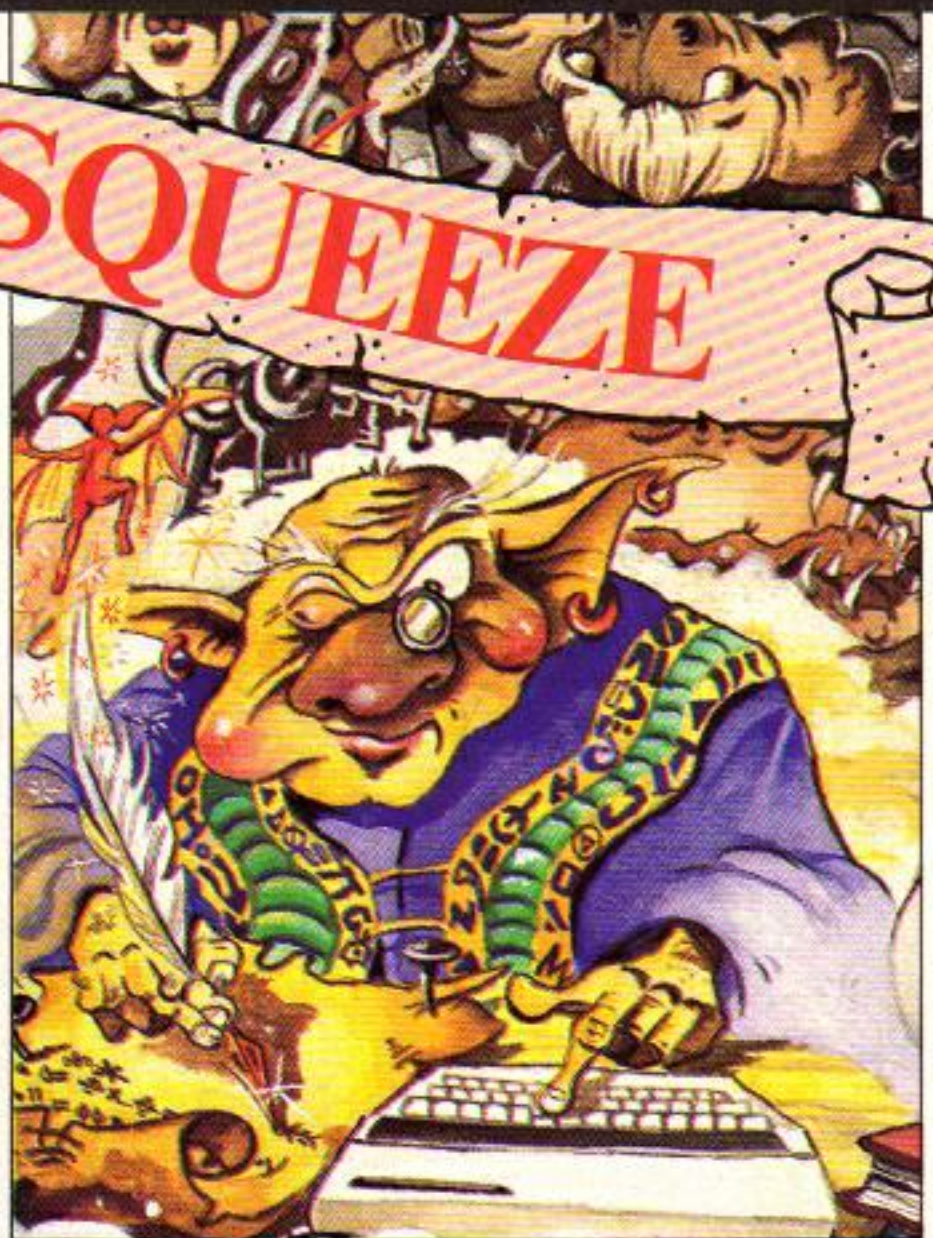
Enter and run Program I. Text is pulled out of memory one character at a time using:

```
150 c$=CHR$(IX)
```

In Basic this is a slow business, but it is easily and rapidly executed in machine code.

If c\$ is a space and the line extends more than three quarters across the screen a new line is printed. This simple formatting routine works perfectly provided you don't cram your program full of 10 letter words or hyphenated phrases.

Note that if the program to insert text into memory also operates one character at a time, as in Program II, the 235 character (approx-



imate) limit on a description or message no longer applies.

```
10 REM Program II
20 loc$="in an octagonal
room bathed in a shadow-free
radiance by concealed lighting.
Masterpieces of modern art line
the walls. Archways lead off to
E and W. N is a close-fitting
door. An ornate chair is nearby."
30 REM Text placed in memory
starting at &4000
40 $&4000=loc$
50 REM List of addresses at
&3100
60 !&3100=&4000
70 PROC(0)
80 END
90
100 DEFPROC(loc%)
110 TX=!(&3100+2*loc%) AND
&FFFF
120 IX=0
130 REPEAT
140 c$=CHR$(IX+TX)
150 ON INSTR(" ",c$)GOSUB
200,210 ELSE PRINT c$;
160 IX=IX+1
170 UNTIL ASC c$=&0D
180 PRINT
190 ENDPROC
200 PRINT "You are ";:RETURN
210 PRINT:RETURN
220 REM Time taken was 1.6
seconds
```

Program II

The same effect can be achieved in another way. The passages of text in adventure games are made up of 52 letters, mostly lower case, the space character and a few punctuation marks.

There are, however, 96 Ascii codes and we are at liberty to re-define those we don't normally use to stand for groups of letters, words or phrases.

Provided they occur in our text fairly often, significant savings in memory can be made – this is the approach used in Woodbury End.

In Program III text held in the database is examined character by character. If "#" is found the phrase "You are " is printed, and the occurrence of "=" invokes a line feed.

The procedure PROCtext in Program IV is a definite help in correctly placing the line feed symbol when text is being inserted into the database.

This method of selecting and printing a piece of text from the database is very easy to translate into machine code. The routine

```
10 REM Program I
20 loc$="in an octagonal
room bathed in a shadow-free
radiance by concealed lighting.
Masterpieces of modern art line
the walls. Archways lead off to
E and W. N is a close-fitting
door. An ornate chair is nearby."
30 REM Text placed in memory
starting at &4000
40 $&4000=loc$
50 REM List of addresses at
&3100
60 !&3100=&4000
70 PROC(0)
80 END
90
100 DEFPROC(loc%)
110 TX=!(&3100+2*loc%) AND
&FFFF
120 EX=!(&3100+2*loc%+2) AND
&FFFF
130 PRINT "You are ";
140 FOR IX=TX TO EX-2
150 c$=CHR$(IX)
160 IF c$=" " AND COUNT>30
PRINT ELSE PRINT c$;
170 NEXT
180 PRINT
190 ENDPROC
200 REM Time taken was 1.8
s
210 REM Length of text=204
```

Program I


```

10 REM Program III
20 loc$="in an octagonal
room bathed in a shadow free
radiance by concealed light
ing. Masterpieces of modern
art line the walls. Archways
lead off to E and W. N is a
close fitting door. An orna
te chair is nearby."
30 REM Text placed in mem
ory starting at 84000
40 $84000=loc$
50 REM List of addresses
at 83100
60 !83100=84000
70 PROC1(0)
80 END
90
100 DEFPROC1(locX)
110 TX=!(83100+2*locX) AND
&FFFF
120 PRINT "You are ";
130 IX=0
140 REPEAT
150 c$=CHR$(IX*TX)
160 IF c$=" " AND COUNT>30
PRINT ELSE PRINT c$;
170 IX=IX+1
180 UNTIL ASCc$=80D
190 PRINT
200 ENDPROC
210 REM Time taken=1.5 s
220 REM Length of text=204

```

Program III

```

10 REM Program V
20 HIMEM=82800
30 PROCinit
40 INPUT "Assemble code
(Y/N)?"a$
50 IF a$="Y" OR a$="y" TH
EN PROCassemble
60 PRINT "Press SPACE to
continue"
70 REPEAT:G=GET:UNTIL G=3
2
80 PROC1(0)
90 PROCn(0)
100 END
110
120 DEFPROCassemble
130 code=82800:osasci=&FFE
3
140 List=870:addr=872:offs
et=874
150 FOR pass=0 TO 2 STEP 2
160 PX=code
170 [OPT pass
180 .start
190 STA offset
200 STX list:STY list+1
210 LDA offset
220 ASL A \Multiply numb
er by 2
230 TAY
240 LDA #0 \Carry set if
number>128

```

Program V

```

250 ADC list+1
260 STA list+1
270 LDA (list),Y \address
of text,low byte
280 STA addr
290 INY
300 LDA (list),Y \address,
high byte
310 STA addr+1
320 .read
330 LDY #0
340 .step
350 LDA (addr),Y
360 CMP #80D
370 BEQ fin
380 CMP #83D \the = sig
n
390 BNE print
400 LDA #80D
410 .print
420 JSR osasci
430 INY
440 JMP step
450 .fin
460 JMP osasci
470 ]
480 NEXT pass
490 :
500 PRINT "Code ends at 8"
;PX
510 ENDPROC
520 :

```

```

530 DEFPROCinit
540 RESTORE 750
550 READ loc$
560 $84000=loc$
570 !82900=84000
580 READ mess$
590 $83000=mess$
600 !82A00=83000
610 ENDPROC
620 :
630 DEFPROC1(locX)
640 AX=locX
650 XX=800:YX=829
660 CALL 82800
670 ENDPROC
680 :
690 DEFPROCn(messX)
700 AX=messX
710 XX=800:YX=82A
720 CALL 82800
730 ENDPROC
740 :
750 DATA "You are in an oc
tagonal room bathed in=a sha
dow-free radiance by conceal
ed=lighting. Masterpieces of
modern art=line the walls.
Archways lead off to E=and W
. N is a close-fitting door.
An=ornate chair is nearby."
760 DATA "=="A strange rust
ling noise can be=heard.="

```

in Program V will print out a 200 character location description in 0.2 sec.

The machine code is only 31 bytes long and can be tucked away at the beginning of the database. It is called from one of two simple Basic procedures, one for location descriptions and one for short messages.

When a machine code routine is called the integer A% is transferred to the accumulator, while X% and Y% go into the X and Y registers respectively.

This is the way the procedures pass the number of the description or message, as well as where the appropriate list of addresses start. This is probably the best method to use as it is simple, fast and economical.

There are endless schemes for cramming a quart of text into a pint pot—text compression, to use the jargon. These are based on the realisation that a byte can assume 256 different configurations, of which only 96 are used for Ascii codes.

As we have seen, the adventure writer needs about 64 of these. In par-

ticular, all codes above 128 (&80 in hex) are unused.

In adventure programs these codes may be appropriated to stand for words, groups of two or three letters, and so on.

Unfortunately, even if we confine ourselves to lower case letters there are 576 possible two-letter combin-

ations and many more of three letters. So a selection of those most frequently used must be made. All this leads to complex programing and routines which are very slow in Basic.

The fundamental unit of memory as far as the programmer is concerned is the byte, though occasionally

we concern ourselves with the state of individual bits, more so in machine code than in Basic.

Instead of one byte representing more than one letter, we can restrict ourselves to handling single characters which are coded

Turn to Page 34 ►

```

10 REM Program IV
20 HIMEM=82800: SX=HIMEM
30 INPUT "List to start a
t 8'list$
40 listX=EVAL("&"+list$)
50 INPUT "Text to start a
t 8'text$
60 textX=EVAL("&"+text$)
70 countX=0: JX=0
80 REPEAT
90 FOR IX=0 TO &1FF:IX?SX
=0:NEXT
100 PROCentertext
110 PRINT "Length of entr
y: ";NX;" chars"
120 PROCcenteraddress
130 PROCcentercode
140 PRINT "Next coded te
xt at 8';"(textX+JX)
150 countX=countX+1
160 PRINT "Another entry
(Y/N)?"
170 AS=GET$
180 UNTIL INSTR("Yy",AS)=0
190 VDU7:END
200 :
210 DEFPROCentertext
220 CLS:PRINT "Enter text

```

Program IV

```

:~"
230 NX=0
240 REPEAT
250 GX=GET
260 PRINT CHR$(GX);
270 NX?SX=GX
280 IF GX=83D OR C"=80D TH
EN PRINT
290 IF GX=87F NX=NX- ELSE
NX=NX+1
300 UNTIL GX=80D
310 ENDPROC
320 :
330 DEFPROCcentercode
340 ix=0:jx=0
350 F=TRUE
360 FOR IX=0 TO NX
370 byteX=IX?SX
380 QX=INSTR(" etaonri",CH
RS(byteX))
390 IF QX PROCcode:F=NOT F
:GOTO 410
400 PROCclear
410 NEXT IX
420 ENDPROC
430 :
440 DEFPROCcode
450 IF F THEN ix=QX+7:ENDP

```

```

ROC
460 IF NOT F THEN jX=QX+7
470 PROCout
480 ENDPROC
490 :
500 DEFPROCclear
510 IF NOT F THEN 560
520 ix=byteX DIV 16
530 jX=byteX MOD 16
540 PROCout
550 ENDPROC
560 jX=byteX DIV 16
570 PROCout
580 ix=byteX MOD 16
590 ENDPROC
600 :
610 DEFPROCout
620 JX?textX=16+ix+jX
630 JX=JX+1
640 ENDPROC
650 :
660 DEFPROCcenteraddress
670 TX=textX+JX
680 ?(listX+2*countX)=TX M
OD 256
690 ?(listX+2*countX+1)=TX
DIV 256
700 ENDPROC

```


Programming



◀ From Page 33

using less than eight bits. In Basic, this usually implies a four-bit code, since the two nibbles making up a byte are easily handled.

The bit pattern in a byte is conveniently expressed as a number running (in hexadecimal notation) from &00 to &FF. In a number such as &5A, the most significant nibble is &5 and the least significant &A.

Of course, we can't manipulate four-bit nibbles as such in a program but we can store the value &5 in *i%* and &A in *j%*. Then the value of the original byte can be calculated and placed in a third variable with:

```
byte%=16*i%+j%
```

Conversely, the nibble values are obtained with:

```
i%=byte% DIV 16
j%=byte% MOD 16
```

Four bits enable 2, 4 or 16 items to be coded. In the case of our adventure game text, we need some 64 codes.

It follows that a four-bit code can be only partial, with most characters still requiring a full byte.

The four-bit patterns will be reserved for the characters which occur most frequently. Two of these will certainly be the space character and the letter e.

If you are so minded, you could write a program to establish a pecking order for your particular text.

In general though, the order of frequency for let-

ters in English prose is: etaonrshdlfcmugypwbvklxjqz.

Extensive redefinition of the codes for the characters making up text can result in substantial (around 35 per cent) savings of memory.

We shall not attempt to do this, but confine ourselves to allotting the unused codes above &80 to the commonest characters, doing so by assigning a nibble value in the range &8 to &F (8 - 15) to space, e, t, a, o, n, r and i.

Take the word Electron. In Ascii this requires eight bytes holding the following hex values:

```
45 6C 65 63 74 72 6F 6E
```

but when our four-bit code is substituted for the common letters it becomes:

```
45 6C 09 63 0A 0E 0C 0D
```

and when these are collected in pairs to form bytes

which can be stored in memory we arrive at:

```
45 6C 96 3A EC 0B
```

which corresponds to a 25 per cent saving in memory usage. Note that a zero had to be stuck on the end to make up an even number of nibbles.

All very well you may say,

but when this is decoded how do we know that the C in byte two is the least significant nibble of an Ascii code, while that in byte five stands for the letter n?

Any nibble less than eight must be part of an Ascii code, since we are using only values of &8 to &F to code the special (most common) characters. So, if we have an unpaired nibble less than eight, the next nibble must be its partner in an Ascii code.

Program VI decodes the data. A byte is taken from the coded string and the values of the two incoming nibbles are stored in the variables *nib%(1)* and *nib%(2)*. Outgoing nibbles are put in two other variables, *i%* and *j%*.

When a pair of nibbles has been collected, the byte *C%* is calculated as $16*i%+j%$ and sent to be printed.

A flag *F%* holds information on the buffer variables *i%* and *j%*, being TRUE

```
10 REM Program VI
20 CLS:INPUT "List to start at: &"list$:list%=EVAL("&"+list$)
30 INPUT "Enter serial number of text: "L$:PRINT
40 DIM nib%(2)
50 PROCdecode(L%)
60 END
70 :
80 DEFPROCdecode(loc%)
90 text%=(list%+2*loc%)
AND &FFFF
100 J%=0:F%=TRUE
110 REPEAT
120 byte%=J%?text%
130 nib%(1)=byte% DIV 16
140 nib%(2)=byte% MOD 16
150 FOR n%=1 TO 2
160 IF F% AND nib%(n%)>=8
PROCp
170 IF F% AND nib%(n%)<8 :
X=nib%(n%):F%=FALSE:GOTO 190
180 IF NOT F% j%=nib%(n%):
PROCpp:F%=TRUE
190 NEXT
200 J%=J%+1
210 UNTIL C%=&0D
220 ENDPROC
230 :
240 DEFPROCp
250 C%=MID$( "1234567 etaonri",nib%(n%),1)
260 PRINT C%;
270 ENDPROC
280 :
290 DEFPROCpp
300 C%=16*i%+j%
310 IF C%=&0D OR C%=&3D THEN
PRINT ELSE PRINT CHR$(C%);
320 ENDPROC
```

Program VI

Turn to Page 36 ▶



TEL: JACQUI
0625 528885

21st. Software

ACCESS HOTLINE
SAME DAY SERVICE
(BBC VERSIONS AVAILABLE)

PRESENTS A SELECTION OF HARDWARE, UTILITIES & SOFTWARE FOR THE ELECTRON

NEW SUPERIOR SOFTWARES NEW
1st Week Aug
CRAZY RIDER
Cassette £8.45
Plus 3 discs £12.95

STRYKERS RUN
Cass only £8.45
CODENAME DROID
(Strykers Run II) Cass £8.45
Plus 3 discs £12.95

NEW SHARDS SOFTWARE NEW
THE ADVENTURE PACK
(21st Software exclusive) 4 Cassettes
rrp
1 Pettigrews Diary £7.95
2 Mystery Java Star £7.95
3 Woodbury End £9.95
4 Operations Safras £7.95
TOTAL £33.80
Our price for all four Only £14.95

NEW THIS MONTHS SPECIALS NEW
ends July 20th
SMASH & GRAB ONLY £4.95
STAIRWAY TO HELL ONLY £7.95
FRANKENSTEIN 2000 ONLY £4.95
QUICK THINKING PLUS ONLY £4.95

NEW A.S.L. NEW
Graham Gooch
Test Match
Cassette £8.45
Advanced Computer Products A.Q.R.
Advanced .25 Meg Ram
Price £74.95

MICRO POWER'S POWER PACK
3 Cassettes
Croaker, The Mine, Frenzy
All 3 for just £4.95

NEW TYNESOFTS
Cass
Phantom £6.75
Oxbridge £6.75
Spy v Spy £8.45

	OUR PRICE
A & F	
Chukie Egg	3.90
Cylon Attack	3.90
AARDVAAK	
Frak	6.90
Zalaga	6.90
ACORNSOFT	
Elite	11.65
Forth	8.95
Lisp	8.95
Boxer	1.25
Business Games	2.99
Desk Diary	2.99
Snapper	2.99
View Rom (Cart)	14.95
Viewsheets Rom (Cart)	14.94
Hopper Rom (Cart)	8.95
ISO Pascal Rom (Cart)	54.80
ACORNLINKWORD	
Italian	8.95
Spanish	8.95
ADDICTIVE GAMES	
Football Manager	7.95
ATARIOSFT	
Robotron	4.95
ATLANTIS SOFTWARE	
League Challenge	2.99
BLUE RIBBON	
Nightmare Maze	1.99
Castle Assault	1.99
Astro Plumber	1.99
Diamond Mine	1.99
Diamond Mine II	1.99
Darts	1.99
Joey	1.99
Ravage	1.99
Bar Billiards	1.99
Condition Red	1.99
BEAU JOLLY	
Computer Hits I	8.45
Computer Hits II	8.45
Computer Hits III	8.45
Five Star Games	8.45
Five Star Games II	8.45
BUG BYTE	
Twin Kingdom Valley	2.99
Starforce 7	2.99
Tennis	2.99
Roboto	2.95
Crickit	2.95
Jack Atac	2.95
Savage Pond	2.95
Skyhawk	2.99
Ice Hockey	2.99
Hunk Dory	2.99
Plan B	2.99
Dunjunz	2.99
Squeakalizer	2.99
BRITANNIA	
Play Your Cards Right	6.95
COMSOFT	
Serpents Lair	3.95
Playbox	3.95
S.A.S. Commando	3.95
C.D.S.	
Steve Davis Snooker	7.45
Birdie Barrage	6.95
Colossus Chess IV	8.45
Brian Clough's Fortunes	12.95
DR SOFT	
747 Flight Sim.	6.95

	OUR PRICE
Phantom Combat	8.45
DATABASE	
Mini Office	4.95
Micro Olympics	4.95
Magic Sword	5.45
French on the Run	8.95
DURELL MARTECH	
Combat Lynx	7.95
Gisborne's Castle	8.95
Tarzan	8.45
ELITE	
Commando	8.45
EPIC SOFTWARE	
The Wheel of Fortune	7.45
Castle Frankenstein	5.95
The Quest of the Holy Grail	5.95
Kingdom of Klein	5.95
FIREBIRD	
Star Drifter	2.95
GILSOFT	
The Quill	15.45
GOLEM LTD	
Education I	6.50
Education II	6.50
Fun with Words	6.50
Fun with Numbers	6.50
Jigsaw	6.50
GREMLIN GRAPHICS	
Footballer of the Year	8.45
HEWSON	
Heathrow A.T.C.	8.95
ASL SOFTWARE	
Bug Eys II	6.95
Frankenstein 2000	5.95
Caveman Capers	6.50
Psychastria	6.50
The Last of The Free	6.50
Electron Power Pack	8.65
Thunderstruck	6.75
Thunderstruck II	6.95
Sphere of Destiny	6.75
Omega Bob	6.75
IMAGINE	
Yie Are Kung Fu	7.95
Mikie	7.45
Yie Ar Kung Fu II	7.45
INCENTIVE	
Confuzion	5.00
Ket Trilogy	8.45
Adventure Creator	13.25
KANSAS CITY	
Loony Loco	4.95
Ring of Time	4.50
Moon Buggy	4.95
KOSMOS SOFTWARE	
French Mistress A or B	7.95
German Master A or B	7.95
Spanish Tutor A or B	7.95
Italian A or B	7.95
Answer Back Jun. or Sen	8.95
Answer Back Sport	8.95
Identify Europe	6.95
FACTFILE SERIES	
(Used with Answer Back Series)	
Arithmetic (6-11 yrs)	4.25
Spelling (8-12 yrs)	4.25
Natural History (10+)	4.25
English Words (12+)	4.25

	OUR PRICE
First Aid (12+)	4.25
General Science (14+)	4.25
Know England (12+)	4.25
Know Scotland (12+)	4.25
Supersport (14+)	4.25
20th Century History (12+)	4.25
Association Football (14+)	4.25
L.C.L.	
Micro French ('O' Level)	21.50
Micro Maths (24 Progs 'O' Level)	21.50
Micro English (24 Progs 'O' Level)	21.50
Mega Maths ('A' Level)	21.50
LARSOFT	
Puppet Man	3.65
The Rising of Salandra	4.55
Wychood	3.65
The Nine Dancers	3.65
LOGOTRON	
XOR	8.45
MELBOURNE HOUSE	
Way of Exploding Fist	8.95
Dodgy Geezers	7.75
MC LOTHLORIEN	
Redcoats	5.95
Paras	5.95
Johnny Reb	5.95
Special Operations	5.95
Waterloo	8.95
Battlezone	5.95
MICROPOWER	
Micropower Magic II	6.95
Micropower Magic	6.95
Jet Power Jack	3.95
Positron	3.95
Swag	3.95
Gauntlet	3.95
Chess	3.95
Killer Gorilla	3.95
U.X.B.	3.95
Felix/Evil Weevils	3.95
Felix in Factory	3.35
Felix/Fruit Monsters	3.95
Stock Car	3.95
Rubble Trouble	3.95
Bumble Bee	3.95
MIRRORSOFT	
Harrier Strike Force	8.45
First Steps	7.95
Here/There with Mr Men	6.95
Quick Thinking Plus	5.95
PEAKSOFT	
The Boss	6.95
ROBICO SOFTWARE	
Rick Hanson	8.45
Project Theatius	8.45
Myorem	8.45
Enthar 7 (5.25") Disc	16.45
Note the above disc-AP4 IF only	
SALAMANDER	
737 Flight Sim	6.95
SHARDS	
Operation Safras	6.95
Woodbury End	8.95
SOFTWARE INVASION	
3D Bomb Alley	3.95
Gunsmoke	3.95
Blitzkrieg	3.95
Super Pool	3.95

	OUR PRICE
Votex	3.95
Stairway to Hell	9.95
Chipbuster	5.95
SOFTWARE PROJECTS	
Project Graphics	5.95
SQUIRRELSOFT	
Supergolf	6.50
Trafalgar	7.00
Cashcare	10.65
VAT Care	13.65
Building Soc. Care	8.95
Investment Care	12.95
T.V. Director	11.65
Squirrels Nuts Pack	7.95
ACORNSOFT AND SUPERIOR SOFTWARE	
Smash and Grab	6.95
Overdrive	6.50
Repton	7.95
Death Star	7.95
Repton 2	7.95
Citadel	7.95
Karate Combat	7.45
Thrust	6.75
Galeforce	8.45
Ravenskull	8.45
Repton 3	8.45
Acornsoft Hits Vol I	8.45
Acornsoft Hits Vol II	8.45
Superior Hits Vol III Cass.	8.45
Superior Hits III Plus 3D	12.95
Around World 40 Screens	5.95
TYNESOFT	
Microvalue	3.49
The Big K.O	6.75
Futureshock	6.75
Jet Set Willie II	6.75
Goal	6.75
Commonwealth Games	6.50
US Drag Racing	5.95
Jet Set Willy	6.50
Tynesoft Starter Pack I	6.50
Ian Botham Test	6.50
Rig Attack	3.95
Winter Games	6.50
Mousetrap	6.50
Five-A-Side Soccer	3.95
Peg Leg	3.95
Bouncing Bombs	3.95
Wet Zone	3.95
Stratobomber	3.95
Caterpillar	3.95
Hyperdrive	3.95
Super Hangman	3.95
3D Maze	3.95
U.K. P.M.	3.95
Invader (I.J.K.)	3.95
Bozo the Brave	3.95
Cylon Attack	3.95
Trek II	3.95
Space Caverns	3.95
U.S. GOLD	
Impossible Mission	7.65
Crystal Castles	8.65
Rebel Planet (text adv)	6.95
Kayleth	6.95

UTILITIES AND HARDWARE SECTION	
ACORN COMPUTERS	
Electron Power Supply	14.95
ADVANCED COMPUTER PRODUCTS	
Advanced Battery Ram	37.99
Advanced Control Panel	32.20
Advanced Disc Toolkit	32.20
Advanced Electron D.F.S.	22.15
A. R. Manager	13.65
A. Electron D.F.S. Eee	18.65
Advanced Rom Ad.	13.65
A.S. Ram	27.90
Advanced Disc Inv.	26.55
A.P.4.	75.98
A.P.5.	62.50
Plus I	47.95
AMS Mouse	65.95
Mouse Package + AP5	120.00
FIRST BYTE	
Quickshot Joystick & VFace	27.99
Quickshot II	9.99
Joystick Interface	18.25
A1	
Super Smooth Power Supply + 2yr guarantee + on/off switch	20.45
P.M.S.	
E2P6502	85.00
SLOGGER	
Rombox + Joystick Interface	51.95
Electron Expansion	18.65
Starstore II	10.65
Elkman	27.25
Starman	13.95
Stargraph	18.65
Starword	19.95
Starword Cumana	31.75
Printer Rom	31.75
Plus 1 Rom Upgrade	18.65
16K Sideways Ram	10.95
Trek	27.95
S.E.D.F.S.	15.95
T2P3	22.95
T2CU	22.95
T2P4	22.95
T2SD	18.65
T2SEDFS	18.65
Master Ram Board	50.95
Turbo Driver	27.95
Rom Cartridge	11.65
S.E.D.S.	70.95
VINE MICROS	
Addcomm	26.00
PLUS 3 DISCS	
ACORNSOFT'S	
Database	18.65
BLUE RIBBON	
Games Disc 1	8.95
C.D.S.	
Steve Davis	8.95
Birdie Barrage	8.95
KOSMOS SOFTWARE	
French A+B	18.65
German A+B	18.65
Italian A+B	18.65
Spanish A+B	18.65
Ans. Back Sen.	11.65
Ans. Back Jun.	11.65
Ans. Back Sport	11.65
Any Factfile	7.45
SUPERIOR SOFTWARE	
Superior Hits III	12.95

BOX OF TEN C20 COMPUTER CASSETTES £4.99 inc VAT & P&P

EDUCATIONAL & GOVERNMENT ORDERS WELCOME
ALL PRICES ARE INCLUSIVE OF VAT AND CARRIAGE
OVERSEAS ORDERS PLEASE ADD £1.00 PER ITEM. INCLUDES INSURANCE

Please send me: Cass ☐ Plus 3 Disc ☐

1. _____ £ _____
2. _____ £ _____
3. _____ £ _____
4. _____ £ _____
TOTAL £ _____

Please make cheques payable to:
21st Software Ltd

Access No
[] [] [] [] [] [] [] []
Card holders name

Send Orders to:
21st SOFTWARE LTD. Dept EU
15 Bridgefield Avenue,
Wilmslow SK9 2JS
Tel: Wilmslow (0625) 528885

Name _____
Address _____
Post Code _____
Tel. No _____

Programming

◀ From Page 34

if both have been filled and FALSE if *i%* only has been filled.

For our six byte line of code (the string "Electron") let us take the first byte, &45. The &4 goes into *nib%(1)* and &5 into *nib%(2)*.

Since *nib%(1)* is less than eight, the value &4 is assigned to *i%* and *F%* set to FALSE.

Now *nib%(2)* holds &5 and since *F%* is FALSE this goes to *j%* as the second nibble of an Ascii code, *F%* reverting to TRUE as a sign to send the byte &45 to be printed as the letter E.

With the next byte, again the value in *nib%(1)* goes into *i%* and *nib%(2)* into *j%*. As *F%* is FALSE, the &6C is printed as the letter l.

With byte three we have *nib%(1)* containing &9 and *nib%(2)* with &6. As *F%* is

TRUE *nib%(1)* holds the code for a special character, in this case e, which is printed.

Looking at the value in *nib%(2)* we find a value less than eight and the flag at TRUE, so it is held in *i%* until a partner is found (the first nibble of the next byte). And so on for the rest of the string.

Note that if you start decoding at byte three you would get "ectron" but if you start at the next byte you would get a colon printed out (Ascii code &3A).

The coding program works on a similar principle. A piece of text is entered (use extra spaces for formatting or "-" as a line feed), and held in a 256 byte buffer at &2800 to &28FF.

The string when complete is examined byte by byte and the two nibbles of Ascii

codes for special characters replaced by one.

The outgoing nibbles are collected in pairs before being sent as completed bytes to be stored in the database, together with a list of addresses for the decoder to start at the correct place.

About 30 per cent saving of memory is possible, depending on the make-up of the text.

The decoding program isn't too long, and in practice would be shortened by use of multiple statement lines, elimination of surplus spaces and so on.

The snag? As ever with Basic, it is speed - Program IV takes five seconds to print out a 200 word text. However, it translates quite easily into machine code.

If four-bit codes sound a mite forbidding, there is an alternative solution. It is

based on the principle that Ascii codes don't use bit 7, that is, don't exceed &7F.

We can therefore use this bit as a flag - a signal that something is or is not to be done.

Here, when a space character occurs in a piece of text, it is erased and the flag bit set in the Ascii code for the succeeding character.

The coded string is shorter by about 15 per cent (average word-length six).

The decoding program is simple. Each byte is examined in turn to see if it exceeds &80; if it does, it is ANDed with &7F to clear the flag bit and attached to a space character before being printed.

●There's plenty here to get your teeth into and should keep you occupied till next month when we'll see how to write a full adventure.

electron
user

MAIL ORDER OFFERS

electron
user

MAIL ORDER OFFERS

These are the games everyone wants to play!

Ten top games from leading software houses compiled into a double cassette package . . . no wonder it's been No1 in the Electron charts for week after week after week!

And now, for readers of Electron User, it's an even bigger bargain. We've done a special deal on your behalf that slashes the price even more!

Save £3
(cassettes only)

Save £6
(cassettes+sub)

To order, use the form on Page 53

COMPUTER

3

- 1 Centibug Superior Software
- 2 Brian Jacks Superstar Challenge Maniac
- 3 Snooker Visions
- 4 Felix In The Factory Micropower
- 5 Danger UXB Micropower
- 6 Alien Dropout Superior Software
- 7 Felix And The Evil Weevils Micropower
- 8 Jungle Boy Allgarh
- 9 Mineshaft Durell
- 10 Stranded Superior Software

10 ORIGINAL HIT GAMES

	RRP	Special reader offer	YOU SAVE	Offer including subscription	YOU SAVE
Twin cassette	£9.95	£6.95	£3	£15.95	£6

Kaleidoscope

JOANNE STEVENS revives
a popular childhood toy

ONE of the most absorbing toys I played with as a child was a kaleidoscope.

The shapes, revolving round in a drum and mirrored manyfold, made myriads of patterns which, no matter how many times you used the instrument, never exactly duplicated themselves.

The outstanding graphics of the Electron seemed to be a perfect base from which to replicate my old childhood toy.

The theory behind the program is exactly the same as in the original object: A pattern is drawn within a confined space on the screen, then mirrored around the rest of the area. The result is a graphic display of constantly changing shape and colour.

There are two versions of the program, but both work in exactly the same way. Program I is a Basic listing for Kaleidoscope and Program II is the same program written in assembly language.

In this particular case there isn't a great difference in performance between Basic and machine code. That's because most of the

time the machine code is simply hanging around waiting for the operating system to finish drawing a line.

It is interesting, however, to see how a simple Basic listing may be converted to assembly language.

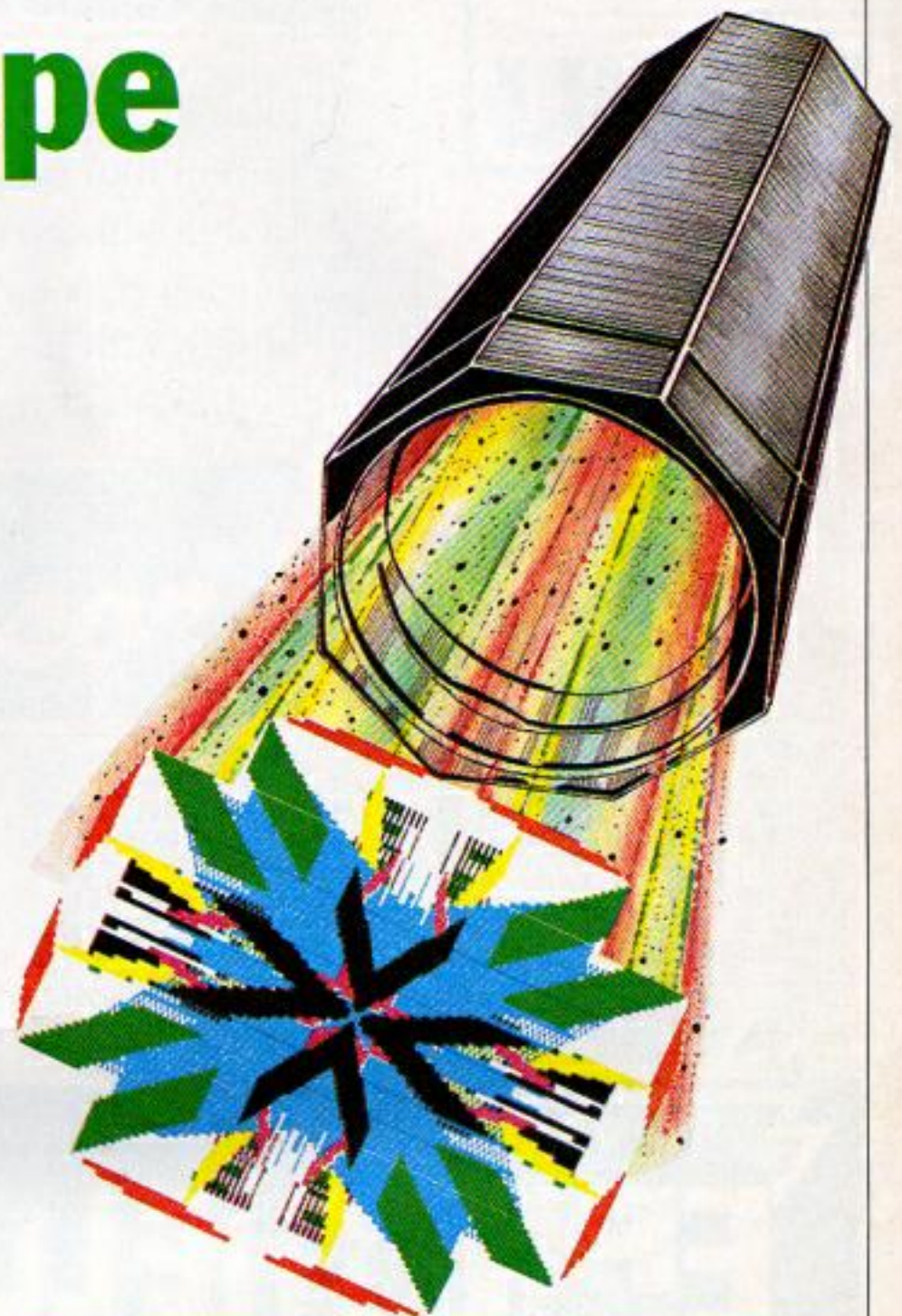
When either version is run, you'll first be asked to input the mode. This can be any graphics mode. The origin is then moved to the centre of the screen and a REPEAT/UNTIL loop is entered.

The kaleidoscope works by picking two points in just one sector and drawing a line between them.

The coordinates are incremented, a new line is drawn and the process is repeated a random number of times.

The line is reflected about the x and y axes in the same way that the mirrors reflect the shapes in the kaleidoscope tube.

Perhaps the most interesting aspect of the program is how such intricate patterns can be produced by such a short listing. Type it in then sit back and watch the multitude of patterns swirling round the screen.



```

10 REM Kaleidoscope
20 REM By Joanne Stevens
30 REM (c) Electron User
40 MODE 6
50 PRINT "KALEIDOSCOPE"
60 PRINT "=====
70 INPUT "Which MODE ";mo
de
80 MODE mode:*FX16
90 VDU23,1,0;0;0;0;
100 VDU 29,640;512;
110 REPEAT
120 GCOL 0,RND(8)-1
130 R=RND(400)
140 a=RAD(RND(45))
150 A=R*SIN(a)
160 B=R*COS(a)
170 R=RND(400)
180 a=RAD(RND(45))
190 C=R*SIN(a)
200 D=R*COS(a)
210 X=8*(RND(2)-1)
220 Y=(X EOR 8)/2
230 FOR J=1 TO RND(25)
240 MOVE A,B:DRAW C,D
250 MOVE B,A:DRAW D,C
260 MOVE B,-A:DRAW D,-C
270 MOVE A,-B:DRAW C,-D
280 MOVE -A,-B:DRAW -C,-D
290 MOVE -B,-A:DRAW -D,-C
300 MOVE -B,A:DRAW -D,C
310 MOVE -A,B:DRAW -C,D
320 A=A+X:B=B+Y
330 C=C+X:D=D+Y
340 NEXT
350 UNTIL FALSE

```

Program I

```

10 REM Kaleidoscope
20 REM By Joanne Stevens
30 REM (c) Electron User
40 MODE 6
50 PRINT "KALEIDOSCOPE"
60 PRINT "=====
70 INPUT "Which MODE ";mo
de
80 PROCassemble:*FX16
90 MODE mode:*FX16
100 VDU23,1,0;0;0;0;
110 VDU 29,640;512;
120 REPEAT
130 GCOL 0,RND(8)-1
140 R=RND(400):a=RAD(RND(
45)):!AX=R*SIN(a):!BX=R*C
S(a)
150 R=RND(400):a=RAD(RND(
45)):!CX=R*SIN(a):!DX=R*C
S(a)
160 ?count=RND(25)
170 ?xstep=8*(RND(2)-1):?y
step=(?xstep EOR 8)DIV 2
180 CALL start
190 UNTIL FALSE
200
210 DEF PROCassemble
220 os=!&20E AND &FFFF
230 AX=&6E:BX=&6A:CX=&6C:D
X=&6E
240 aX=&60:bX=&62:cX=&64:d
X=&66
250 xstep=&90:ystep=&91:co
unt=&92
260 FOR pass=0 TO 2 STEP 2
270 PX=&900
280 [OPT pass
290 .start
300 SEI
310 LDA AX:EOR #&FF:STA aX
:LDA BX+1:EOR #&FF:STA aX+1
!aX=-AX
320 INC aX:BNE ok1:INC aX+
1
330 .ok1
340 LDA BX:EOR #&FF:STA bX
:LDA BX+1:EOR #&FF:STA bX+1
!bX=-BX
350 INC bX:BNE ok2:INC bX+
1
360 .ok2
370 LDA CX:EOR #&FF:STA cX
:LDA CX+1:EOR #&FF:STA cX+1
!cX=-CX
380 INC cX:BNE ok3:INC cX+
1

```

Program II

Turn to Page 38 ►

Graphics

◀ From Page 37

```

390 .ok3
400 LDA D%:EOR #8FF:STA d%
:LDA D%+1:EOR #8FF:STA d%+1
LDX=-D%
410 INC d%:BNE ok4:INC d%+1
420 .ok4
430
440 \ x,y
450 LDA #25:JSR os:LDA #4:
JSR os
460 LDA A%:JSR os:LDA A%+1
:JSR os
470 LDA B%:JSR os:LDA B%+1
:JSR os
480 LDA #25:JSR os:LDA #5:
JSR os
490 LDA C%:JSR os:LDA C%+1
:JSR os
500 LDA D%:JSR os:LDA D%+1
:JSR os
510
520 \ y,x
530 LDA #25:JSR os:LDA #4:
JSR os
540 LDA B%:JSR os:LDA B%+1
:JSR os
550 LDA A%:JSR os:LDA A%+1
:JSR os
560 LDA #25:JSR os:LDA #5:
JSR os
570 LDA D%:JSR os:LDA D%+1

```

```

:JSR os
580 LDA C%:JSR os:LDA C%+1
:JSR os
590
600 \ y,-x
610 LDA #25:JSR os:LDA #4:
JSR os
620 LDA B%:JSR os:LDA B%+1
:JSR os
630 LDA A%:JSR os:LDA A%+1
:JSR os
640 LDA #25:JSR os:LDA #5:
JSR os
650 LDA D%:JSR os:LDA D%+1
:JSR os
660 LDA C%:JSR os:LDA C%+1
:JSR os
670
680 \ x,-y
690 LDA #25:JSR os:LDA #4:
JSR os
700 LDA A%:JSR os:LDA A%+1
:JSR os
710 LDA B%:JSR os:LDA B%+1
:JSR os
720 LDA #25:JSR os:LDA #5:
JSR os
730 LDA C%:JSR os:LDA C%+1
:JSR os
740 LDA D%:JSR os:LDA D%+1
:JSR os
750
760 \ -x,-y
770 LDA #25:JSR os:LDA #4:
JSR os

```

```

780 LDA A%:JSR os:LDA A%+1
:JSR os
790 LDA B%:JSR os:LDA B%+1
:JSR os
800 LDA #25:JSR os:LDA #5:
JSR os
810 LDA C%:JSR os:LDA C%+1
:JSR os
820 LDA D%:JSR os:LDA D%+1
:JSR os
830
840 \ -y,-x
850 LDA #25:JSR os:LDA #4:
JSR os
860 LDA B%:JSR os:LDA B%+1
:JSR os
870 LDA A%:JSR os:LDA A%+1
:JSR os
880 LDA #25:JSR os:LDA #5:
JSR os
890 LDA D%:JSR os:LDA D%+1
:JSR os
900 LDA C%:JSR os:LDA C%+1
:JSR os
910
920 \ -y,x
930 LDA #25:JSR os:LDA #4:
JSR os
940 LDA B%:JSR os:LDA B%+1
:JSR os
950 LDA A%:JSR os:LDA A%+1
:JSR os
960 LDA #25:JSR os:LDA #5:
JSR os
970 LDA D%:JSR os:LDA D%+1

```

```

:JSR os
980 LDA C%:JSR os:LDA C%+1
:JSR os
990
1000 \ -x,y
1010 LDA #25:JSR os:LDA #4:
JSR os
1020 LDA A%:JSR os:LDA A%+1
:JSR os
1030 LDA B%:JSR os:LDA B%+1
:JSR os
1040 LDA #25:JSR os:LDA #5:
JSR os
1050 LDA C%:JSR os:LDA C%+1
:JSR os
1060 LDA D%:JSR os:LDA D%+1
:JSR os
1070
1080 CLC
1090 LDA A%:ADC xstep:STA A
X:LDA A%+1:ADC #0:STA A%+1
1100 LDA B%:ADC ystep:STA B
X:LDA B%+1:ADC #0:STA B%+1
1110 LDA C%:ADC xstep:STA C
X:LDA C%+1:ADC #0:STA C%+1
1120 LDA D%:ADC ystep:STA D
X:LDA D%+1:ADC #0:STA D%+1
1130
1140 DEC count:BMI exit
1150 JMP start
1160 .exit
1170 RTS
1180 ]
1190 NEXT
1200 ENDPROC

```



"This must be the best adventure ever for the Electron"
ELECTRON USER - MAY 1987

THE LOST CRYSTAL

A full-scale GRAPHIC adventure with 400 locations

The Rainbow Crystal, which has protected the people of Zalaria for many years, has been shattered into seven pieces by a mysterious bolt of lightning. Your task is to seek out the missing pieces and find a way to re-create the magical Rainbow Crystal.

Each game contains:
2 Cassettes, Instruction
Book and Help Book

SPECIAL
INTRODUCTORY
OFFER.....ONLY

£9.95

Plus 70p Post & Package

- 400 locations, each one depicted in colourful high-resolution graphics
- Graphics and text are displayed at the same time; no need to switch between text and graphic screens
- Intelligent moving characters with whom you may communicate and interact
- Advanced language and speech interpreters capable of accepting complex commands in plain English
- Fast position-save to tape or memory
- No frustrating mazes or illogical puzzles

ORDER FORM. Send to **EPIC SOFTWARE**, Dept. E, 10 Gladstone Street, Kibworth Beauchamp, Leicester LE8 0HL

Please send me

I enclose cheque/PO for £ (please add 70p P&P) made payable to Epic Software

NAME

ADDRESS

POST CODE

All orders despatched within 24hrs. Send letter if you don't want to cut magazine

You can also order our games from your local POST OFFICE by asking for a TRANSCASH form and quoting our National Girobank number 45-306-4000

Also available: Our popular Text Adventures
THE WHEEL OF FORTUNE... £7.95 You are transported to a fantasy world of magic and mystery. As you wander this mystical land you encounter some strange people. They may help you to find valuable treasures but don't upset them or you may not live to find the Wheel of Fortune and return to civilisation.
Voted top adventure by Electron User readers.

THE QUEST FOR THE HOLY GRAIL... £5.95 To become a Knight of the Round Table, you must find the Holy Grail and return it to Camelot. Sounds simple, but you will have to face the deadly Black Knight, befriend the beautiful maiden, summon the mystical monk and solve a host of other problems to complete your quest.

CASTLE FRANKENSTEIN... £5.95 The Frankenstein monster is terrorising the villagers. You have been elected to seek out and destroy him, but where do you start? Perhaps the graveyard holds some clues, or the deserted shack? Once you enter Frankenstein's castle, your adventure has only just begun.

THE KINGDOM OF KLEIN... £5.95 The Wicked Witch of the Mountain has stolen the magic Klein Bottle from the palace. She has sworn to put a hideous curse on whoever tries to recover it. Can you discover the mystical properties of the Bottle and destroy the witch? Can you then escape from her domain alive?

QUITE a lot of Electron software insists that you disable the Plus 1 and 3 before you load it. This can be a nuisance so Jason Fisher has written a superb utility to switch off both these units.

When the program is run, a machine code file called **DISABLE** is saved to disc. When you want to disable the Plus 1 and Plus 3, for instance just before you play a game, all you have to do is insert the disc and load and run the machine code program with ***DISABLE**.

Disabler

```
1 REM Disabler Plus 1.3
2 REM by Jason Fisher
3 MODE6
4 FOR D=0 TO 2 STEP 2: P%=&5E0
5 D:LOPT D:LDX#0:LDY#0:STA#70
6 STY#71:STX#72:LDA#138:LDY
7 data,X:LDX#0:JSR#FFF4:LDA#7
8 LDY#71:LDX#72:INX:CPX#20:
9 BNE Loop:RTS: data:J:NEXT
10 DATA 42,66,65,46,13,80,
11 65,71,69,61,38,53,70,48,48,
12 13,82,85,78,13
13 FOR D=0 TO 19: READ X:?(D)+P
14 X)=X:NEXT:XX=PAGE:REPEAT:XX
15 =XX+1:UNTIL?XX=224:XX=XX+1:
16 FOR IX=0 TO TOP-PAGE STEP 4:IX
17 !&5F00=IX!XX:NEXT:OSCLI"PAD
18 FS:OSCLI"DIR"
19 7*SAVE DISABLE 5E00 5F5
20 5E00 5E00
21 8END
22 9*KEY10*FX163,128,1M?&
23 212=&D61M?&213=&F11M?&2AC=0
24 1M
25 10?&DF4=&9C:CALL!-4
```

LINERS

Compressor

AS an aid to writing more compact programs we present a superb 10-line program compactor from G.Shaw.

To use it, first enter the listing then save it. Load in the program that you wish to compress, set **PAGE** to **&5A00** and reload the

compact utility.

When this is done run the program and enter the old value of **PAGE** (normally **&E00** or **&1D00**). Do not precede the hex number with an **&** symbol when entering it.

The routine is quite slow, taking approximately 15

seconds per 1000 bytes, but you only have to use it once so this should not be a problem.

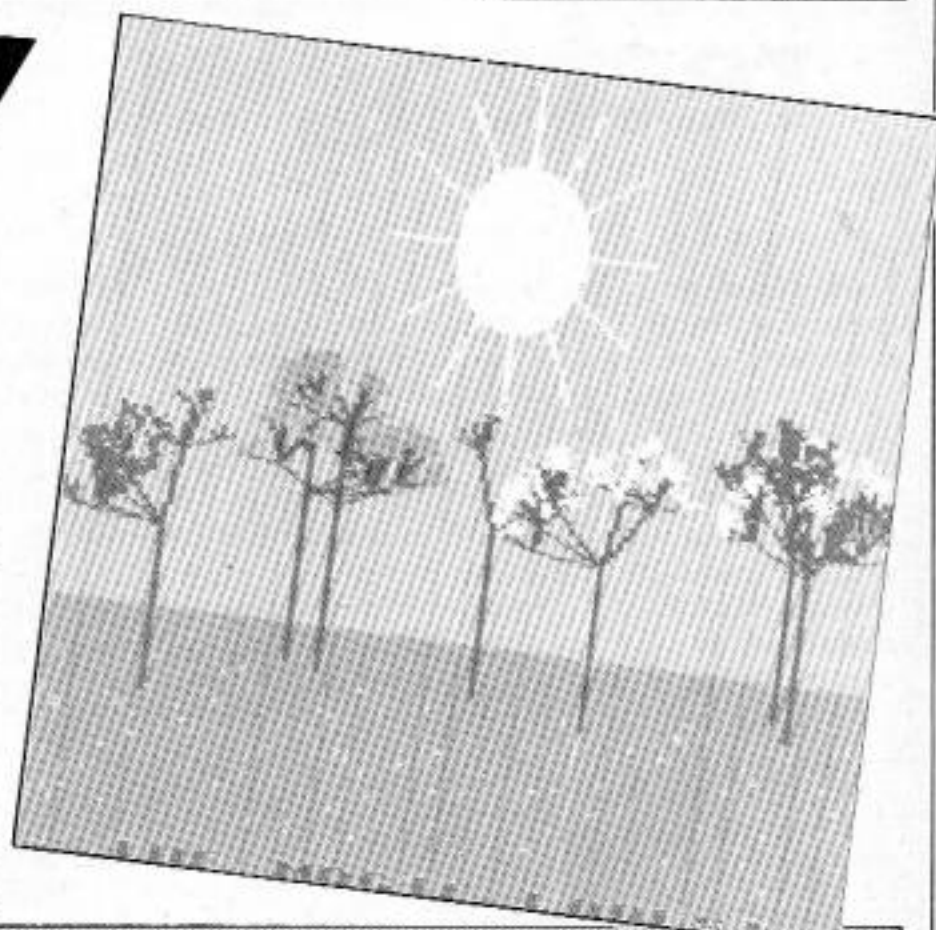
The program removes all single line rems and excess spaces, but must not be used for assembly language listings as it will not work correctly.

```
1 INPUT Old value of PA
2 GE=&AS:Z%=EVAL("Z"+AS):s=0
3 :p=Z%:A=Z%:L=0:sw=0:t=0:sw1
4 =0:n=0:*K.0:NL:IM
5 2 REPEAT:(L=A?3:s=0:FORB
6 X=A TO A+3:tp=?B%:p=p+1:NEX
7 TB%:n=p-1:B%+A+3:REPEAT:B%
8 B%+1:UNTIL?B%<=32:IF?B%=220
9 sw1=1
10 3 FORB%+A+4 TO (A+L)-1:IF
11 ?B%=34 AND sw=1 sw=0:GOTO6
12 4 IF?B%=34 sw=1
13 5 IFsw=10Rsw1=1 GOTO7
14 6 IF?B%=32 s=s+1:GOTO8
15 7 ?p=?B%:p=p+1
16 8 NEXTB%:?n=(L-s):IFn?1
17 =244 THEN p=n-3:s=l
18 9 A=A+L:t=t+s:IFsw1=1TH
19 ENsw1=0
20 10 UNTIL?A=13 AND A?1=255:
21 ?p=13:p?1=255:PRINT Space s
22 aved:;t:PAGE=Z%:*FX138,0,1
23 28
```

Magic Forest

IN the June 1987 issue of *Electron User* Mike Cook showed how recursion could be employed to produce a Dragon curve. Bernard Fox has used a similar recursive technique to produce a superb graphic picture of a Magic Forest.

The continuously growing trees are drawn using recursion and slowly fill the screen. The program never ends, so press **Escape** when the forest becomes too densely populated and re-run it to produce a different one.



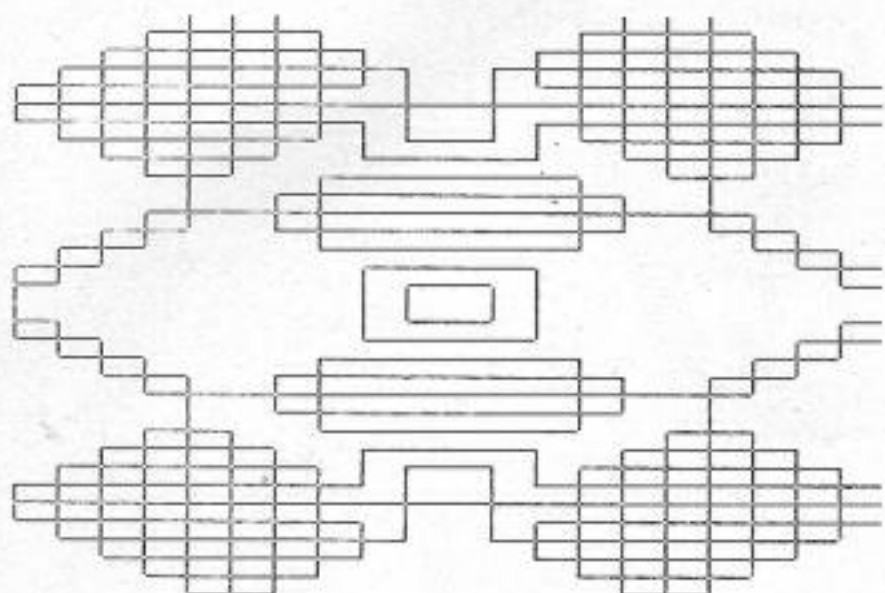
```
1 REM Magic Forest
2 MODE2:VDU23,1,0;0;0;0;
3 :COLOUR132:CLS:VDU28,0,31,19
4 ,22:COLOUR130:CLS:PROCsun:VD
5 U26:COLOUR1:PRINTTAB(2,31)"T
6 HE MAGIC FOREST":VDUS
7 3 REPEAT:XX=RD(1000)+14
8 0:YX=RD(80)+200:GCOLOR,0:CX=
```

```
RND(7):MOVEXX,YX:PL0T1,0,200
:PROCbranch(100,XX,YX+200):U
NTIL0
4 DEFPROCsun:VDU29,640;8
00;:GCOLOR,3:FORRX=-100 TO 10
0 STEP 4:MOVERX,SQR(100^2-RX
^2):DRAWRX,-SQR(100^2-RX^2):
NEXT:FORs=0 TO 2*PI STEP PI/
```

```
6:MOVE0,0:DRAW200*COSSs,200*S
INs:NEXT:ENDPROC
5 DEFPROCbranch(JX,XX,Y
YX):LOCALBX
6 IF JX<13 ENDPROC
7 FOR BX=0 TO 4
8 IF JX<40 GCOLOR,CX ELSE
GCOLOR,0
```

```
9 AX=RD(180):a=RAD(AX):
MOVEXX,YX:DRAWXX+JX*COsa,
YYX+JX*SIna:PROCbranch(JX/2,
XX+JX*COsa,YYX+JX*SIna):NEX
T
10 GCOLOR,RND(7):PL0T69,RN
D(1279),RND(200)+60:ENDPROC
```


10 LINERS



Racing rectangles

THIS short graphics program by Stephen Smith produces a never ending series of patterned lines on the screen.

A rectangle is drawn in the centre and the four sides expand rapidly outwards toward the edge of the screen. As they hit the sides they bounce inwards, contracting until they reach

the centre, starting the whole process off again.

By varying the rate at which the rectangle expands and contracts a constantly changing display is created as the rectangles interact with each other.

If the screen becomes too full, press the spacebar to clear it and start afresh.

```
10 MODE 4:VDU23,1,0;0;0;
0;:GCOL 3,1:VDU29,640;512;
20 XX=0:YY=0
30 REPEAT
40 MOVE XX,YY:DRAW XX,-Y
X:DRAW -XX,-YY:DRAW -XX,YY:
DRAW XX,YY
50 IF XX=0 AX=32*RND(2)
60 IF YY=0 BY=16*RND(2)
70 IF XX>638 AX=-AX
80 IF YY>510 BY=-BY
90 XX=XX+AX:YY=YY+BY
100 UNTIL NOT INKEY0:RUN
```

THE
GALLUP
CHART

TOP 10

BBC SOFTWARE

THIS MONTH	LAST MONTH	TITLE (Software House)	PRICE
1	•	PAPERBOY <i>Elite</i>	9.95
2	1	SUPERIOR COLLECTION VOL. 3 <i>Superior</i>	9.95
3	2	FOUR GREAT GAMES <i>Micro Value</i>	3.99
4	5	FIVE STAR GAMES <i>Beau Jolly</i>	9.95
5	4	FOOTBALL MANAGER <i>Addictive</i>	9.95
6	3	DUNJUNZ <i>Bugbyte</i>	2.99
7	•	AROUND WORLD IN 40 SCREENS <i>Superior</i>	6.95
8	6	MICROPOWER MAGIC 2 <i>Micropower</i>	7.95
9	10	RAVENSKULL <i>Superior</i>	9.95
10	•	MICROPOWER MAGIC <i>Micropower</i>	7.95

Compiled by Gallup/Microscope

Micropower Magic re-enters the chart this month at number 10, while Paperboy shoots to number one. Compilations are well represented as usual. Watch out for Around the World in 40 Screens which enters at number seven and is reviewed this issue.

Utility

◀ From Page 41

Note that the codes can be a normal Ascii code, escape sequence or a mixture of both and can be of different length.

After entering the first highlight you'll be prompted for the second, then the third and so on until you answer N to the prompt. The program will now create and save the machine code printer driver file under the name *Driver*. Save the Basic listing under a different name.

To use it enter View and load the printer driver with:

LOAD DRIVER

and you're ready to enter and print text.

This upgrade will probably be the most useful addition to your collection of utilities and extends the range and power of the your Electron as a word processor. ■

```

10 a$=Printer Driver II
20 REM By Julie Boswell
30 REM (c) Electron User
40 MODE 6
50 ESC=27
60 PRINT "a$
70 INPUT "Input pad chara
cter:pad$
80 areg=898:yreg=891
90 FOR pass=4 TO 6 STEP 2
100 PX=8400:OX=8C00
110 OPT pass
120 JMP print_char
130 JMP printer_on
140 JMP printer_off
150 JMP exit
160 JMP exit
170
180 .on EQUB 0
190
200 .print
210 PHA
220 LDA #1:JSR &FFEE
230 PLA
240 AND #87F:JMP &FFEE
250
260 .printer_off
270 LDA #0:STA on
280 LDA #3:JMP &FFEE
290
300 .printer_on
310 LDA on:BNE exit
320 INC on
330 LDA #2:JSR &FFEE
340 LDA #ESC:JSR print
350 LDA #ASC@:JSR print
360 .exit
370 RTS
380
390 .print_char
400 CMP #ASC pad$:BNE not_
pad
410 LDA #32
420 .not_pad
430 CMP #128:BPL highlight
440 JMP &FFEE3
450 .highlight
460 CMP #144:BCS exit
470 STA areg:STY yreg
480 AND #87F:ASL A:ASL A:T
AY
490 LDA table+1,Y:EOR #880
:STA table+1,Y
500 AND #680:BNE here
510 INY:INY
520 .here
530 LDA table,Y:AND #880:B
EQ no_esc
540 LDA #27:JSR print
550 .no_esc
560 LDA table,Y:JSR print
570 LDA table+1,Y:JSR prin
t
580 LDA areg:LDY yreg
590 RTS
600
610 .table
620 J
630 NEXT
640 i=128
650 PRINT "Enter highlight
;i:(Y/N)?;
660 IF INSTR("Nn",GET$) OS
CLI SAVE Driver C00 D00:END
670 INPUT LINE "On:"a$
680 INPUT LINE "Off:"b$
690 !OX=FNcode(a$)+810000+
FNcode(b$)
700 OX=OX+4:i=i+1
710 GOTO 650
720
730 DEF FNcode(a$)
740 CX=0
750 IX=INSTR(a$,"")
760 CX=CX OR EVAL(a$)
770 IF IX=0 THEN =CX
780 a$=MID$(a$,IX+1)
790 IF CX<>27 THEN =CX+810
0+EVAL(a$)
800 CX=880:GOTO 750

```

This listing is included in this month's cassette tape offer. See order form on Page 53.



MAIL ORDER OFFERS



MAIL ORDER OFFERS

Programs from Electron User – on tape

August 1987

ARENA Battle through mazes and dungeons. **BOUNCING BALL** Fast machine code animation. **10 LINERS** More compact program marvels. **VARIABLE LISTER** Keep track of your variables. **KALEIDOSCOPE** Superb Electron graphics. **WALLPAPER CALCULATOR** Cut down on decorating bills. **DRIVER II** View printer driver generator.

July 1987

MAZEBUGS Fight the guardians of the labyrinth. **MORRIS** An ancient game of strategy. **CALCULATOR** Turn your Electron into an adding machine. **BIOMORPHS** Play the generation game. **SUPER TRACE** Upgrade Basic's TRACE routine. **10 LINERS** Two short but impressive listings. **AUTOMATION** Create amazing graphic displays. **TAX CALCULATOR** Check up on your PAYE deductions.

June 1987

HUNGRY HARRY brush up on your mental arithmetic with this educational game. **CUBIT** Paint the pyramid in this fast multi-screen arcade classic. **FLASHERS** Create eight new Mode 2 flashing colours. **PATIENCE** Try your hand at this classic card game. **10 LINERS** Two short, yet most impressive listings. **DRAGON CURVE** A graphic demonstration of recursion.

May 1987

HECTIC HENRY Escape from the maze and collect the gems in this super arcade game. **SPELLING CHECKER** Check the spelling in your View files. **MANDELBROT** Explore the amazing world of fractal geometry. **DISC MENU** A super utility to organise your DFS and ADFS discs. **ANIMALS** A fun educational game featuring artificial intelligence. **10 LINERS** Two short, yet impressive listings.

April 1987

DRAGON'S DOOM A fun educational game for youngsters learning to tell the time. **GRIDDER** A fascinating puzzle that will strain your brain. **WIMPS** A complete desktop environment with windows, icons, menus and pointers. **10 LINERS** Two short, yet impressive listings.

March 1987

SUPER BOSS Try for the league and FA cups in this exciting football management simulation. **AWARI** A classic African board game for one or two players. **ELKZAP** Recover lost files with this powerful Plus 4 disc editor. **10 LINERS** Two short, yet impressive listings.

February 1987

MAZE Escape from the creepy castle. **KEYBOARD PLAYER** Turn your micro into an electronic organ. **TOMMY** Guide little Tommy through the woods. **CARPET** An impressive graphics display. **GCOL** Experiment with extra colours. **10 LINERS** Two short but impressive listings.

January 1987

GRID WARRIOR Battle with alien gladiators deep in space. **MODE 7 A** Mode 7 simulator providing teletext graphics. **SMILEY HUNT** The final version of AI's scintillating magagame. **10 LINERS** Zap the alien intruder and dodge the asteroids. **LISTER** A utility to enable you to list programs directly from disc or tape.

December 1986

SANTA'S SLEIGH Help Father Christmas fill his sleigh with presents in this fast arcade game. **YULE SPELL** Spelling can be fun with this seasonal variation on the old favourite hangman. **POGO** A Logo turtle graphics compiler. **FUNCTION KEY LISTER** Keep track of your function key definitions with this helpful utility. **10 LINERS** Two short but impressive graphics demonstrations.

Only £3.95 each

To order, use the form on Page 53

THE Arena is an arcade adventure for two players, in which, as a denizen of Ancient Rome, you go hunting for treasure against immeasurable odds.

In the Arena, two players fight and each controls his character inside its own scrolling window, shown in Figure 1.

The object is to collect treasure chests scattered throughout a large maze. Each player needs to collect eight. Player one collects chests marked 1 and player two, chests marked 2.

When they have all been collected you have to reach the finish before your oxygen runs out. This is can be found at the tip of the large arrow that forms part of the wall at the bottom centre of the playing area. This area can only be reached by a teleport.

Oxygen levels become depleted faster by running or bumping into walls. More oxygen can be picked up by running over the ox symbols.

Figure 2 shows a full list of the control keys and objects to be found.

The skulls and protectors are fatal to the touch. The protectors may be destroyed using a neutraliser, skulls on the other hand must always be avoided.

Dropping a sandbag leaves a pile of sand, which may trap the other player since they can only be removed with a spade.

To pick up an object simply walk over it. Unfortunately, your shield is heavy, and you can only carry one object at a time, although objects that are used immediately, treasure chests for instance, can be picked up any time.

The game ends when a player finishes or both players die, the winner in this case being the one with the highest score.

Although the Arena is intended for two players it can be played by one. This can be an advantage if you want to practice and beat your friends to the treasure.

Due to the compact design of the program it should be entered with care

VARIABLES	
Q%	Space reserved for the machine code.
O1%	Amount of oxygen carried by player one.
S1%	Player one's score.
CHE1%	Number of chests player one has found.
ADIR%	Direction of player one's movement.

Full listing starts on Page 45

PROCEDURES	
initdata	Places data for map in memory.
disp	Draws the screen display.
assemble	Assembles the machine code.
scroll1	Calls the machine code.
player1	Main game routine for player one.

and saved before being run.

Be careful only to enter spaces where they are printed, except the ones between the line number and the start of the line. For instance enter line 650 as:

```
650 IF INKEY-67 AND ADIRX=0 ADIRX=4:NAZ=AX-1:mZ=mZ+1 ELSE IF INKEY-83 AND ADIRX=0 ADIRX=2:NAZ=AX+1:mZ=mZ-1
```

without any spaces, and not as:

```
650 IF INKEY(-67) AND ADIRX=0 ADIRX=4:NAZ=AX-1:mZ=mZ+1 ELSE IF INKEY-83 AND ADIRX=0 ADIRX=2:NAZ=AX+1:mZ=mZ-1
```

However, some spaces are essential and have been left in certain lines.

Watch out for variables with similar names, like O2% and O2. Also S and 5 look very similar, for example:

Enter the Arena at your peril, your destiny is upon you.

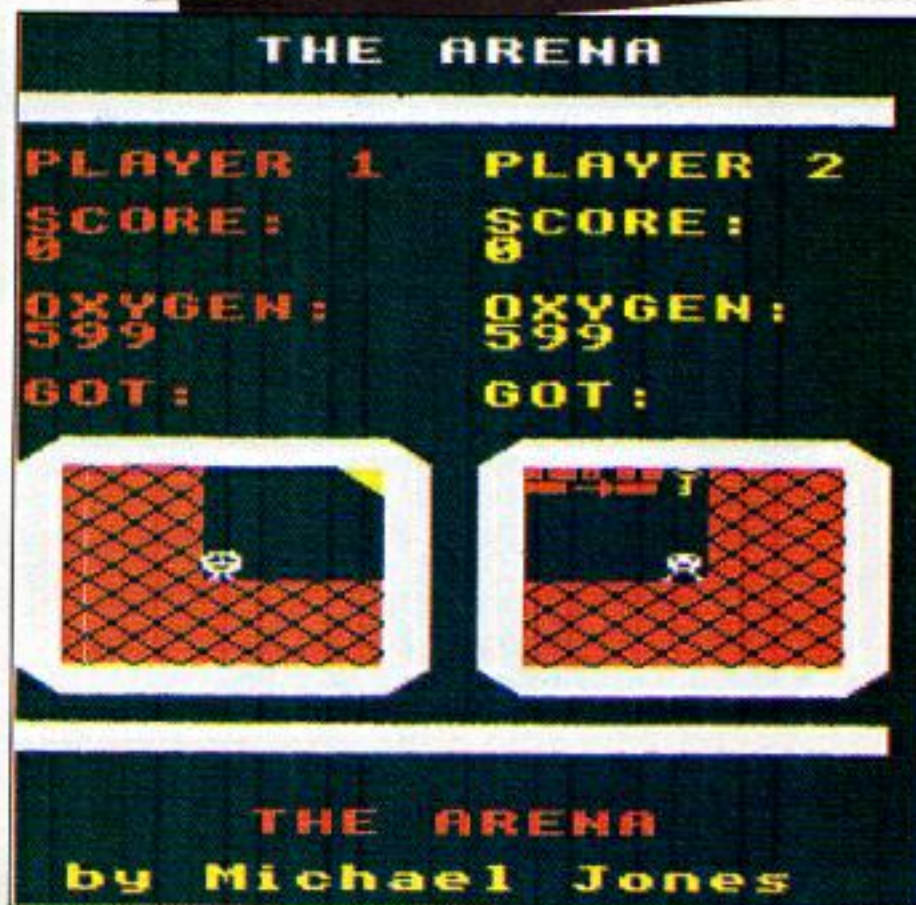
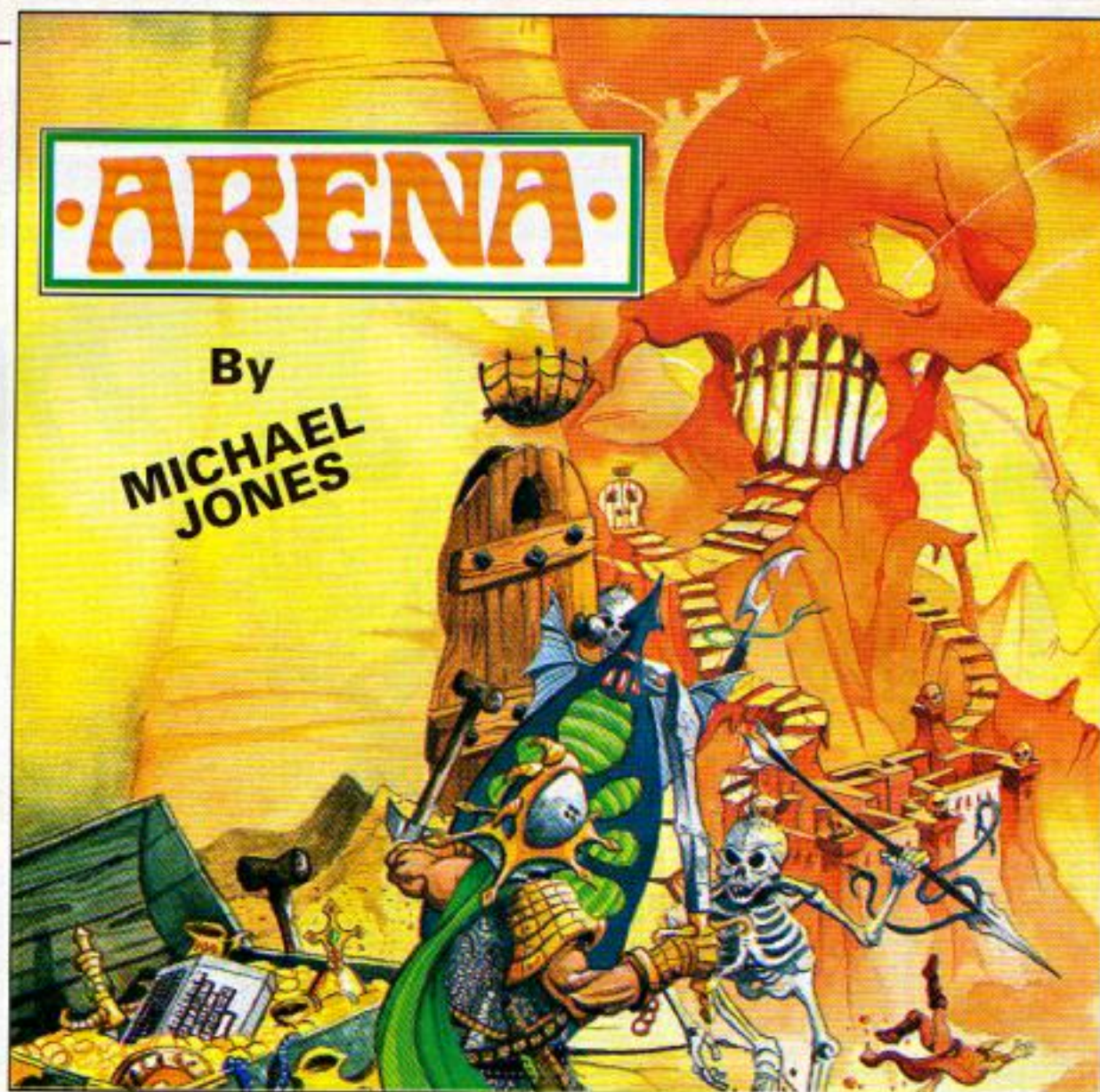


Figure 1: The main playing screen



5 fun-packed educational programs
... for young children everywhere



This delightful collection of programs is based around children's favourite Nursery Rhymes. There's plenty of sparkling colour, sound and captivating animation to keep them riveted – and as they play they'll be learning all the way.

- ★ Tell the time with Hickory Dickory Dock.
- ★ Assemble the jigsaw in Humpty Dumpty.
- ★ Learn to spell with Jack and Jill.
- ★ Match the animals in See Saw Marjory Daw.
- ★ Play an exciting game in Hey Diddle Diddle.

Children as young as two will be entertained for hours with these interactive programs. Don't miss out on this beautiful gift for your family – and at a very special price.

ONLY £5.95 (cassette)

£6.95 (3½" disc)

Suitable for any Acorn Electron

TO ORDER PLEASE USE THE FORM ON PAGE 53

◀ From Page 43

```

MIII/G///GGA/A/A/DB/A/A//,A
AAAAA/////////H/H/H//H/H/////
/////////////////G/G/////////EC/
////
190 DATA"AE///CAAG/GGGGH//
H/H///H/GGGGGGGGGGGGGGGGGGG/G
GGGGGGGGGGGGGGGGGG",A//D//CAB
////H/H/H/H/H/H/H/H//G/_/////G
/////////////////////////N",A
/DAB//ABCAB/////////G/GG/G/
/GG/G//G/GGGAA/BGDEGGGCAZAA
AAAA
200 DATA"A/M/CAB/AABCAFFFF
FF/FFFF/G/G/_G/_G/_G/GN//A/
A/AB/PG////////,ADE//A//
ECBC/T//F/F_//G/GGGGDBGGGG
G//_E/EC/CB//G////////,"C
A/_AB//CB//Q//F//F/_UG//
DAAB//G/////////G/N/_
210 DATA"SCB//CAAB//CB//
/_/F/_/DB/Q//AA//E/DB/AB/D
E/AB/DB//_T//,_/CB//U
AB//CB//F//_//AA//YAAO//
/ECVAE/AB/ACUEC//UFFFFM",/
//CAAAHAECEB/ZA AAAA/AAAAAAAA
ABAAOAAA/ECGABGCBGEDGECDAABF
FYFQ
220 DEFPROCchars:VDU23,1,0
;0;0;0;19,1,6,0,0,0,19,2,2,0
,0,0,23,224,255,255,255,255,
255,255,255,255,23,225,128,1
92,224,240,248,252,254,255,2
3,226,255,127,63,31,15,7,3,1
,23,227,1,3,7,15,31,63,127,2
55,23,228,255,254,252,248,24
0,224,192,128
230 VDU23,229,239,239,239
0,254,254,254,0,23,230,204,5
,204,51,204,51,204,51,23,23
1,126,195,129,129,129,129,19
5,126,23,232,231,219,189,126
,126,189,219,231,23,233,0,8,
24,20,60,46,125,223,23,234,1
24,214,146,254,198,124,40,10
8
240 VDU23,235,60,90,126,10
2,60,36,66,195,23,236,255,85
,255,85,255,85,255,85,23,237
,0,124,198,238,238,238,124,0
,23,238,0,60,66,90,90,66,60,
0,23,239,56,40,16,16,16,124,
124,56,23,240,28,34,28,8,8,
4,8,24,23,241,60,24,0,60,126
,255,255,126
250 VDU23,242,247,187,87,2
38,213,187,223,239,23,243,12
6,255,0,231,247,247,247,247,
23,244,126,255,0,195,251,195
,223,195,23,245,0,0,234,164,
234,0,0,0,23,246,112,80,112,
4,6,255,6,4,23,247,14,10,14,
32,96,255,96,32
260 VDU23,248,184,168,184,
4,6,255,6,4,23,249,23,21,23,
32,96,255,96,32,23,250,0,60,
126,126,126,126,60,0,23,251,
0,48,112,112,126,126,60,0,23
,252,0,0,0,0,126,126,60,0,23
,253,0,0,0,0,14,14,12,0,23,2
54,56,124,84,124,124,56,56,0
270 VDU23,255,16,34,21,136
,84,34,4,8:ENDPROC
280 DEFPROCTitle:CLS:COLOU
RT:sS=CHR$13+CHR$10+CHR$9+CH
R$9+CHR$9:tS=sS+CHR$9:PRINTT
AB(5,2)THE ARENA";TAB(3,7)
CHR$246;" SCORE RESET":tS:

```

```

      RESET
CORE USE N
CONVEYER
BOX JEWEL
$KEYPAD $BAG
$NEUTRALIZER
$CHEST PILE
$GRILL LEPORT
$TELEPORT
$SKULL PROTECTOR
CONTROL S : 1 2
DROP LEFT Ctr 1 M
MOVE RIGHT Ret
MOVE UP /
MOVE DOWN
Press Space to Start

```

Figure 11: The controls

```

HRS248;"BONUS";s$;CHRS245;"
OXYGEN";t$;:COLOUR2
290 PRINTCHR$238;"JEWEL";
s$;CHRS239;"SPADE";t$;CHRS
240;"KEY";s$;CHRS241;"SAND
DAG";t$;CHRS242;"NEUTRALIZ
ER";s$;CHRS243;"CHEST";TAB
(0,30)Press Space to Start
;:COLOUR3
300 PRINTTAB(4,16)CHRS233;"
SAND PILE";s$;CHRS236;"G
RILLE";t$;CHRS237;"TELEPORT
";s$;CHRS254;"SKULL";t$;CH
RS255;"PROTECTOR";TAB(2,4)
by Michael Jones;TAB(0,22)
CONTROLS: 1 2;:COLOUR1
310 PRINTTAB(0,23)DROP LE
FT Ctrl M DROP RIGHT V
Ret MOVE LEFT X MOVE
E RIGHT C MOVE UP
A : MOVE DOWN Z /
:REPEATUNTILGET$="":ENDPROC
320 DEFPROCinit:W1X=FALSE:
W2X=FALSE:A1=856C0:B1=856FC:
ADIR1X=0:BDIR1X=0:C1X=0:C2X=0:
S1X=0:S2X=0:O1=600:O2=600:O1
X=01:O2X=02:CHE1X=0:CHE2X=0:
M1=60:N1=0:COLOUR3:CLS:REPEA
T:D1X=FALSE:D2X=FALSE
330 PRINTTAB(0,2)'Player 1
? (Y/N):IFGET$="N"D1X=TRUE
340 PRINTTAB(0,4)'Player 2
? (Y/N):IFGET$="N"D2X=TRUE
350 CLS:UNTILD1X=FALSE OR
D2X=FALSE:ENDPROC
360 DEFPROCscr:COLOUR3:PRI
NTTAB(5,1)'THE ARENA;TAB(0,
3)STRINGS(19,CHRS224);TAB(0,
25)STRINGS(19,CHRS224);TAB(0
,15)STRINGS(19,CHRS224);TAB(
0,23)STRINGS(19,CHRS224);TAB
(0,15)CHRS227;TAB(10,15)CHRS
227;TAB(0,23)CHRS226;TAB(10,
23)CHRS226;
370 FORloop%=16TO22:PRINTT
AB(0,loop%)CHRS224;TAB(8,loo
p%)CHRS224;TAB(18,loop%)CHRS
224;TAB(18,loop%)CHRS224;:NE
XT
380 PRINTTAB(8,15)CHRS225:

```

```
TAB(18,15)CHR$225;TAB(8,23)CHR$228;TAB(18,23)CHR$228;TAB(9,15)";TAB(9,23)";:COLOUR1:PRINTTAB(5,28)THE ARENA:PROCdisp(1,0):COLOUR2:PRINTTAB(1,30)by Michael Jones:PROCdisp(2,10)
390 PROCwindow(A%,1):PROCindow(B%,11):ENDPROC
400 DEFPROCdisp(p%,x%):PRINTTAB(x%,5)PLAYER ;p%;TAB(x%,7)SCORE:;TAB(x%,8)0;TAB(x%,10)OXYGEN:;TAB(x%,11)600;TAB(x%,13)GOT:;ENDPROC
410 DEFPROCwindow(mp%,x%):FORloop%=0TO6:FORloop1%=0TO6:EX=((loop1%+64)+mp%-195+loop%):? (z+1)=E2MOD256:?(z+2)=E2DIV256:CALLz:PRINTTAB(x%+loop%,16+loop1%);CHR$(?EX);:NEXT,:ENDPROC
420 DEFPROCassemble:DIMQX40:FORI=0TO2STEP2:PX=QX430 [OPTI
440 .sclleft LDA#7:STA&8F:.lpa1 LDX#0:.aa LDA&4242,X:.ab STA&4242,X:INX:CPX#96:BNEaa:LDAaa+1:CLC:ADC#64:STAaa+1:LDAaa+2:ADC#1:STAaa+2:LDAab+1:CLC:ADC#64:STAab+1:LDAab+2:ADC#1:STAab+2:DEC&8F:BNE1pa1
450 SEC:LDA&80:SBC#3:STA+1:STA+1:LDA&81:SBC#1:STA+2:STA+2:LDX#7:.w CLC:LDA+1:ADC#64:STA+1:STA+1:LDAT+2:ADC#0:STA+2:STA+2:JSRz:JSRy:DEX:BNEw:RTS
460 .sclright LDA#7:STA&8F:.lob1 LDX#96:.ba LDA&4242,X:.bb STA&4242,X:DEX:BNEba:LDAba+1:CLC:ADC#64:STAba+1:LDAba+2:ADC#1:STAba+2:LDAbb+1:CLC:ADC#64:STAba+2:LDAbb+2:ADC#1:STAba+2:DEC&8F:BNElob1
470 SEC:LDA&80:SBC#253:STA+1:STA+1:LDA&81:SBC#0:STA
```

Turn to Page 46 ►

Arena listing

◀ From Page 45

```

+2:STA2+2:LDX#7:JMPw
480 .scrdown SEC:LDAB80:SB
C#196:STA2+1:STA2+1:LDAB81:SB
C#0:STA2+2:STA2+2:LDX#7:LD
CLC:LDAB#1:ADC#1:STA2+1:STA2
+1:LDAB#2:ADC#0:STA2+2:STA2+
2:JSRZ:JSRZ:DEX:BNEV:RTS
490 .scrup CLC:LDAB80:ADC#
188:STA2+1:STA2+1:LDAB81:ADC
#0:STA2+2:STA2+2:LDX#7:JMPv:
LDAB#4242:SEC:SB#229:BCCn
ag:SEC:SB#4:BCCred:SEC:SB#
5:BCCwhi:SEC:SB#7:BCCmag:SE
C:SB#5:BCCred:JMPwhi
500 .mag LDA#17:JSR&FEE:L
DA#2:JSR&FEE:RTS:LDAB#1
7:JSR&FEE:LDAB#1:JSR&FEE:RT
S:LDAB#17:JSR&FEE:LDAB#3
:JSR&FEE:RTS
510 .y LDA#31:JSR&FEE:LD
AB#82:JSR&FEE:LDAB#83:JSR&FEE
:LDAB#4242:JSR&FEE:INC&83
:RTS:LDAB#31:JSR&FEE:LDAB
82:JSR&FEE:LDAB#83:JSR&FEE:
LDAB#4242:JSR&FEE:INC&82:
RTS
520 .prodat LDA#47:STACa+
2:LDAB#4F:STACb+2:LDAB#40:ST
ACa+1:LDAB#80:STACb+1:LDAB#9:
STAB8F:LDX#0:LDAB#4
740,X:LDAB#4F80,X:LDX#BNE
LDAB#1:INC&2:INC&2:DEC&8F:
BNELDAB#1:RTS
530 ]
540 NEXT:ENDPROC
550 DEFPROCscroll1:IFADIRX
=2 ?(aa+1)=&20:?(aa+2)=&6C:
(ab+1)=&10:?(ab+2)=&6C:?(ab+2)=
?&83=16:?(ab+2)=&6C:?(ab+2)=&6C:
?&81=(AX+6)DIV256:CALLscrlef
1
560 IFADIRX=4 ?(ba+1)=&0F:
?(ba+2)=&6C:?(bb+1)=&1F:?(bb
+2)=&6C:?(bb+2)=&1F:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:CALLscrright
570 IFADIRX=1VDU28,1,22,7,
16:PRINTTAB(0,0)CHRS11:CHRS2
6:?(bb+2)=&6C:?(bb+2)=&6C:?(bb+2)=
&6C:?(bb+2)=&6C:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:CALLscrup
580 ENDPROC
590 DEFPROCscroll2:IFBDIRX
=2 ?(aa+1)=&00:?(aa+2)=&6C:
(ab+1)=&00:?(ab+2)=&6C:?(ab+2)=
17:?(ab+2)=&6C:?(ab+2)=&6C:?(ab+2)=
&6C:?(ab+2)=&6C:?(ab+2)=&6C:
(AX+6)MOD256:?(ab+2)=&6C:
(AX+6)MOD256:?(ab+2)=&6C:
(AX+6)MOD256:CALLscrle
ft
600 IFBDIRX=4 ?(ba+1)=&AF:
?(ba+2)=&6C:?(bb+1)=&BF:?(bb
+2)=&6C:?(bb+2)=&6C:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:CALLscrright
610 IFBDIRX=1VDU28,11,22,1
7,16:PRINTTAB(0,0)CHRS11:CHRS
26:?(bb+2)=&6C:?(bb+2)=&6C:?(bb+2)=
&6C:?(bb+2)=&6C:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:?(bb+2)=&6C:
(AX+6)MOD256:CALLscrup
620 ENDPROC
630 DEFPROCplayer1:mX=Mx:n
X=Nx:ADIRX=0:NAX=AX:AMX=0:IF

```

```

INKEY=66ADIRX=1:NAX=AX-64:nX
=nX+1 ELSEIFINKEY=98ADIRX=3:
NAX=AX+64:nX=nX-1
640 IFINKEY=67ADIRX=0AD
IRX=4:NAX=AX-1:mX=mX+1 ELSEI
FINKEY=83ADIRX=0ADIRX=2:N
AX=AX+1:mX=mX-1
650 IFADIRX=0ANDC1X<>0ANDI
NKEY=2PROCdrop(1,AX-1,-1) EL
SEIFADIRX=0ANDC1X<>0ANDINKEY
=100PROCdrop(1,AX+1,1)
660 CODEX=?NAX:IFCODEX=32A
NDADIRX>0AMX=1:GOTO700 ELSEI
FCODEX=23ANDC1X=239PROCsand
(NAX,1):AMX=1:GOTO700
670 IFCODEX=255ANDC1X=242P
ROCneut(NAX,1):AMX=1:GOTO700
ELSEIFCODEX=238ORCODEX=243O
R(CODEX>244ANDCODEX<250)PROC
inget(NAX,1):AMX=1:GOTO700
680 IFCODEX>238ANDCODEX<24
3ANDC1X=0PROCget(NAX,1):AMX=
1:GOTO700 ELSEIFCODEX=236AND
C1X=240PROCgrille(NAX,1):AMX
=1:GOTO700

```

This is one of hundreds of programs now available FREE for downloading on

MicroLink

In addition to these many BBC Micro programs will also run on the Electron.

```

690 IFCODEX=237PROCtelepor
t(NAX,1) ELSEIFCODEX=254ORCO
DEX=25501X=TRUE:AMX=1
700 IF01X=001X=TRUE
710 IFADIRX=0AND01X>001=01
-0.2 ELSE01=01-1
720 01X=01:IFAMX=1?AX=32:P
RINTTAB(4,19) ?AX=NAX:AX
=0:COLOUR3:IFABS(MX)<4ANDABS
(NX)<4AND02X=FALSE PRINTTAB(
4+MX,19+NX) ?TAB(14-MX,19-
NX) ?
730 IFAMX=1PROCscroll1:COL
OUR3:IFABS(MX)<4ANDABS(NX)<4
AND02X=FALSE PRINTTAB(4+MX,1
9+NX)CHRS235:TAB(14-MX,19-nX
)CHRS234;
740 COLOUR3:PRINTTAB(4,19)
CHRS234;IFCHE2X=8AND0X=854O
F S1X=S1X+50:W1X=TRUE
750 MX=(BXMOD64)-(AXMOD64)
:NX=(BXDIV64)-(AXDIV64)
760 IFNOTD1XCOLOUR1:PRINTT
AB(0,11);01X ?TAB(0,8);S1
X ?
770 ENDPROC
780 DEFPROCplayer2:mX=Mx:n
X=Nx:BDIRX=0:NBX=BX:BMX=0:IF
INKEY=73BDIRX=1:NBX=BX-64:nX
=nX-1 ELSEIFINKEY=105BDIRX=3
:NBX=BX+64:nX=nX+1
790 IFINKEY=103ANDBDIRX=0B
DIRX=4:NBX=BX-1:mX=mX-1 ELSE
IFINKEY=104ANDBDIRX=0BDIRX=2
:NBX=BX+1:nX=nX+1
800 IFBDIRX=0ANDC2X<>0ANDI
NKEY=102PROCdrop(2,BX-1,-1)
ELSEIFBDIRX=0ANDC2X<>0ANDIN
KEY=74PROCdrop(2,BX+1,1)
810 CODEX=?NBX:IFCODEX=32A
NDADIRX>0BMX=1:GOTO850 ELSEI
FCODEX=233ANDC2X=239PROCsand
(NBX,2):BMX=1:GOTO850
820 IFCODEX=255ANDC2X=242P
ROCneut(NBX,2):BMX=1:GOTO850

```

```

ELSEIFCODEX=238OR(CODEX>243
ANDCODEX<250)PROCinget(NBX,2
):BMX=1:GOTO850
830 IFCODEX>238ANDCODEX<24
3ANDC2X=0PROCget(NBX,2):BMX=
1:GOTO850 ELSEIFCODEX=236AND
C2X=240PROCgrille(NBX,2):BMX
=1:GOTO850
840 IFCODEX=237PROCtelepor
t(NBX,2) ELSEIFCODEX=254ORCO
DEX=25502X=TRUE:BMX=1
850 IF02X=002X=TRUE
860 IFBDIRX=0AND02X>002=02
-0.2 ELSE02=02-1
870 02X=02:IFBMX=1?BX=32:P
RINTTAB(14,19) ?BX=NBX:BX
=0:COLOUR3:IFABS(MX)<4ANDABS
(NX)<4AND01X=FALSE PRINTTAB(
4+MX,19+NX) ?TAB(14-MX,19-
NX) ?
880 IFBMX=1PROCscroll2:COL
OUR3:IFABS(MX)<4ANDABS(NX)<4
AND01X=FALSE PRINTTAB(4+MX,1
9+NX)CHRS235:TAB(14-MX,19-nX
)CHRS234;
890 COLOUR3:PRINTTAB(14,19)
CHRS235;IFCHE2X=8AND0X=854O
F S2X=S2X+50:W2X=TRUE
900 MX=(BXMOD64)-(AXMOD64)
:NX=(BXDIV64)-(AXDIV64)
910 IFNOTD2XCOLOUR2:PRINTT
AB(10,11);02X ?TAB(10,8);
S2X ?
920 ENDPROC
930 DEFPROCbothlose:CLS:MO
VE320,960:VDU5:GCOL48,3:PRIN
T"GAME OVER":VDU4:COLOUR2:P
RINTTAB(0,5)"Player 1 score:
";S1X:COLOUR1:PRINTTAB(0,9)
"Player 2 score:":S2X:COLOU
R3:PRINTTAB(0,20)"Press Spac
e to Start":ENDPROC
940 DEFPROCwin:FORSOX=100T
0250STEP10:SOUND1,-15,50,1:
NEXT:CLS:MOVE320,960:VDU5:GC
OL48,3:PRINT"GAME OVER":VDU
4:COLOUR2:PRINTTAB(0,5)"Miss
ion completed by:":SPC6:"play
er ":IFW1XPRINT"ELSEPRINT
"2"
950 COLOUR3:PRINTTAB(0,9)"
Player 1 score:":S1X:COLOU
R1:PRINTTAB(0,13)"Player 2 s
core:":S2X:COLOUR2:PRINTTA
B(0,20)"Press Space to Start
":ENDPROC
960 DEFPROCdie(xX,pX):COLO
UR3:FORSOX=1TO4:PRINTTAB(x
X,19)CHRS(249+loopX):SOUND81
1,-15,45-(10*loopX),3:FORSO
X=1TO150:NEXT:PRINTTAB(xX
,19) ?pX=52:FORSOX=255TO
0STEP-1:SOUND11,-15,50,1:S
OUND810,-15,5,1:NEXT:ENDPROC
970 DEFPROCdrop(pX,xX,lX):
IF?xX<>32ENDPROC ELSEIF(pX=1
ANDC1X=241)OR(pX=2ANDC2X=241
)?xX=233
980 PRINTTAB((pX*10)-6,13)
?SOUND1,-15,100,2:SOUND1
,-15,80,2:SOUND1,-15,150,2:1
FpX=1ANDC1X<>241?xX=C1XELSEI
FpX=2ANDC2X<>241?xX=C2X
990 IFpX=1C1X=0ELSEC2X=0
1000 COLOUR2:IF?xX=233COLOU
R3
1010 IFpX=2IFABS(MX+LX)<4AN
DABS(NX)<4PRINTTAB(4+LX+MX,1
9+NX)CHRS(?xX);

```

```

1020 IFpX=1IFABS(MX-LX)<4AN
DABS(NX)<4PRINTTAB(14+LX-MX,
19-NX)CHRS(?xX);
1030 PRINTTAB((pX*10)-6+LX,
19)CHRS(?xX);ENDPROC
1040 DEFPROCget(xX,pX):IFpX
=1C1X=CODEXELSEC2X=CODEX
1050 SOUND1,-15,100,2:SOUND
1,-15,150,2:COLOUR2:PRINTTAB
((pX*10)-6,13)CHRS(CODEX);END
PROC
1060 DEFPROCneut(xX,pX):?xX
=32:IFpX=1C1X=0:S1X=S1X+10EL
SEIFpX=2C2X=0:S2X=S2X+10
1070 PRINTTAB((pX*10)-6,13)
?SOUND1,-15,1,10:ENDPROC
1080 DEFPROCinget(xX,pX):IF
CODEX=245ANDpX=1COLOUR1:01=0
1+500:01X=01:PRINTTAB(0,11);
01X;ELSEIFCODEX=245ANDpX=2CO
LOUR2:02=02+500:02X=02:PRINT
TAB(10,11);02X;
1090 IFCODEX=246S2X=0ELSEIF
CODEX=247S1X=0
1100 IFCODEX=248S2X=S2X+10E
LSEIFCODEX=249S1X=S1X+10
1110 IFCODEX=238ANDpX=1S1X=
S1X+20ELSEIFCODEX=238ANDpX=2
S2X=S2X+20
1120 COLOUR2:IFCODEX=243CHE
1X=CHE1X+1:SOUND1,-15,10,2:S
1X=S1X+50:PRINTTAB(0,5)STRIN
GS(CHE1X,CHRS243)ELSEIFCODEX
=244CHE2X=CHE2X+1:SOUND1,-15
,10,2:S2X=S2X+50:PRINTTAB(19
-CHE2X,3)STRINGS(CHE2X,CHRS2
44)
1130 SOUND1,-15,50,4:SOUND1
,-15,250,1:COLOUR1:PRINTTAB(
0,8);S1X ?COLOUR2:PRIN
TTAB(10,8);S2X ?ENDPRO
C
1140 DEFPROCgrille(xX,pX):1
FpX=1C1X=0:S1X=S1X+15ELSEC2X
=0:S2X=S2X+15
1150 PRINTTAB((10*pX)-6,13)
?SOUND1,-15,50,2:SOUND1,
-15,90,2:SOUND1,-15,130,2:EN
DPROC
1160 DEFPROCsand(xX,pX):1Fp
X=1S1X=S1X-10ELSES2X=S2X-10
1170 IFS1X<1S1X=0ELSEIFS2X<
1S2X=0
1180 SOUND1,-15,5,4:SOUND1,
-15,7,4:ENDPROC
1190 DEFPROCteleport(xX,pX):
IFxX=8547CnX=854E2 ELSEIFxX
=854E7nX=854A3
1200 IFxX=85575nX=8545C EL
SEIFxX=85234nX=8540D
1210 IFpX=1AX=nX:PROCwindo
w(AX,1):S1X=S1X+30 ELSEBX=nX:
PROCwindow(BX,11):S2X=S2X+30
1220 MX=(BXMOD64)-(AXMOD64)
:NX=(BXDIV64)-(AXDIV64):FORS
OX=10TO100STEP10:SOUND1,-15,
50,1:NEXT:ENDPROC
1700 *K,B,T,M:MDX=PAGE-&E00:
FORIX=PAGE TO TOP STEP4:!(IX
-DX)=IX:NEXT:PA=&E00:MOLD:
MRUN:M
1720 *FX138,0,128

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

Micro Messages

Glancing through *Electron User* in which my husband's nose is perpetually buried I noted that many of the letters praised the excellence of the contents. I also noticed that most of the subscribers were male.

Have those responsible for this magazine ever considered the side effects of this so-called excellence – to wit, the effect on the wives of the poor besotted *Electron* addicts?

When my husband brought this infernal machine home some years ago a strange metamorphosis took place.

What used to be a typically normal man – you know the sort of thing, seen around the house regularly, chatting, grumbling, joking, complaining and so on – turned into a semi-recluse, closeted with his *Electron* and tortured thoughts until the small hours and appearing in the mornings looking haggard and thoughtful.

There was a ray of hope about six months later when one morning he declared peevishly: "This little *Electron* is no use. It's just a toy, really".

Celebration all round. He has kicked the habit. He is back with us in the real world of domestic normality.

Alas it did not last. One fateful day he picked up this magazine *Electron User*. The addiction returned, with sinister variations.

Only half his spare time is now spent with the perfidious contraption. The other half is spent boring everyone with mumbo-jumbo about assemblers, recursion, spare bits, ULA called Sheila (this really worries me) and the adulation of some space age deity called Waddy Love.

There seems to be no cure for this malaise. The only consolation is that it could be worse (drink, women, gambling, fishing or Elvis Presley). And at least it keeps him at home, sort of.

However, the addiction

Computerised male chauvinists

might be tempered if the publishers of this magazine would tone down this excellence and make it a bit more boring.

I feel somehow that this appeal will fall on computerised male chauvinistic ears, but it should at least give them a conscience. And let the other computer widows know that they are not alone. – Mrs Helen Horgan, Didcot, Oxon.

● If you can't beat 'em, join 'em – try our knitting software. You'll find an order form on Page 61.

Strongman help wanted

I WOULD like to congratulate you on producing such an excellent magazine. It has everything that you need to know about the *Electron* and has a good range of software.

One problem I have is finding some of the well known board games. Can you get any of the popular games?

I also need help with 5

Tails in the air

LAST month I bought an Acorn-Olivetti JP101 printer by mail order on special offer at £67.85. Although limited, it is quite a useful printer.

However, I was surprised to find that lower case letters rest slightly, but noticeably higher than upper case letters. Where there is a mixture of both it gives lines of text a misaligned appearance. For Olivetti, with long experience in typesetting, this seems to be most unusual.

Star Games – I can't seem to work Geoff Capes Strongman. Can someone please tell me how? – T. Rouse, Godalming, Surrey.

● We haven't heard of *Electron* versions of the well known board games apart from Chess, Draughts and Reversi – all available from Acornsoft. Can any readers help with Geoff Capes hints and tips?

Not enough room?

I FIND your publication very useful and entertaining. I have, however, nearly lost my mind trying to get Mandelbrot (*Electron User* May 1987) running.

I have triple checked the listing and the machine code assembles OK, but when I try to run it, it says "No room at line 150".

I have tried altering lines 150 and 440 to various positions in memory but to no avail. Can you please help me before they come to take me away!

Also any ideas on differ-

entiation on the *Electron* would be appreciated. – G. Crawford, Rainham, Kent.

● It sounds like you have made an error in the assembly language section. It's impossible to tell where, so the only solution is to check through the listing line by line.

The machine code Mandelbrot set was a direct conversion of a simple Basic listing. This may help you follow the machine code through:

```
10 REM Mandelbrot Set
20 MODE 5
30 VDU23,1,0;0;0;0;
40 VDU29,1156;512;
50 FOR i=-1.8 TO 0.8 STEP
P 2/160
60 FOR j=-1 TO 1 STEP 2/
256
70 GCOL 0,3
80 PLOT 69,i*640,j*512
90 NX=-1;x=0;y=0
100 REPEAT
110 x2=x*x;y2=y*y
120 y=2*x*y+j;x=x2-y2+i
130 NX=NX+1
140 UNTIL NX=50 OR x2+y2>
=4
150 IF NX<5 GCOL 0,3
160 IF NX>4 AND NX<16 GCO
L 0,2
170 IF NX>15 AND NX<49 GC
OL 0,1
180 IF NX=50 GCOL 0,0
190 PLOT 65,0,0
200 NEXT
210 NEXT
```

Can any readers help Mr Crawford with his differentiation?

1st class service

MAY I as a relative newcomer to *Electron* computing, express my thanks and gratitude for the excellent backup provided by Slogger. I visited the

Turn to Page 48 ►

◀ From Page 47

Electron & BBC Micro User Show in London and bought several add-ons for my computer – Starword and Starstore II to match my Cumana disc drive. I also took their advice as to which printer to buy.

After your review of SEDFS I ordered one from Slogger and received it by return. Minor problems (probably through my own lack of computing experience) ensued, but were quickly and efficiently dealt with by telephone. It is heartening in these hi-tech days to find a company where the customer is dealt with on such a personal basis. Thank you Slogger.

I find Electron User an excellent magazine, the content and structure is just about right. Why not a bi-weekly edition? Sorry to come across as a crawler, but when I am impressed I think it's worth saying so. – **A. Murray, West Ruslip, Middlesex.**

● The editorial team is already working flat out producing a monthly magazine. Some of them are cracking on a bit and the strain of a bi-weekly might be too much for their poor old hearts.

Disc driver

I HAVE an Acorn Electron fitted with a Rombox and Cumana disc interface connected to a Cumana disc drive and it works fine. But my discs do not work at school.

They have a BBC Micro with a Cumana disc drive. Is there a program or a chip that will let me use discs on a BBC Micro and Electron? I keep getting "Disc fault" on both micros.

If one day I can afford to get a bigger computer and change my Electron for a BBC Master, will that have disc problems? – **A. McPherson, Basildon, Essex.**

● There are two possible causes of the disc fault. Firstly, the Cumana interface on your Electron uses a completely different

ALL programs printed in this issue are exact reproduction of listings taken from running programs which have been thoroughly tested.

However on the very rare occasions that mistakes may occur corrections will be published as a matter of urgency. Should you encounter error messages when you type in a program

they will almost certainly be the result of your own typing mistakes.

Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be investigated without delay, but any replies found necessary will only appear in the mail pages.

format disc to the BBC Micro.

You must use the utility disc supplied with the interface to format an Acorn DFS disc and copy your programs on it. Both the BBC Micro and Electron will then be able to read the files.

In addition to this you must use either 40 track drives on both micros or 80 track. You can't use 40 on one and 80 on the other.

Disc compatibility

I READ with interest the review by Mark Smiddy of the Slogger SEDFS for the Cumana disc interface in the June issue of Electron User. I was the envy of friends when I bought the original Cumana double density system.

It works very well and has many advantages over the standard Acorn DFS. The only drawback, as Mark says, is that there is no compatibility with the Acorn DFS used in BBC Micros and I found this an increasing irritation.

Some Acorn DFS discs would not copy to Cumana format and a few that did copy would not run properly. So, when I saw the Slogger SEDFS advertised I rushed out and bought one.

Yes, it is Acorn compatible, and yes, it is faster than the Cumana DFS, although speed is not always important. There is a good selection of utility commands. But there are some irritating drawbacks which caused headaches.

I find that ACP's Advanced

Disc Toolkit is very useful, but there are some commands which are not compatible with the Cumana DFS. Some are not compatible with SEDFS either, to the extent of leaving the drive motor running.

This problem has been corrected with a later version which Slogger very kindly sent me. – **A. Anderson, Devizes, Wiltshire.**

● We haven't experienced any problems copying our own unprotected Acorn DFS discs to Cumana format. However, commercial software is copy protected and is unlikely to work.

The Cumana disc interface uses a rather unusual disc controller and SEDFS must try to emulate the old 8271 chip found in the original BBC model B.

The emulation isn't quite perfect, though it is very good. We only found one or two utilities (such as a disc editor) that didn't work.

New chips for old

HAVING read your excellent magazine, I find your pages extremely interesting. I have only just bought an Acorn Electron, and I find it much better than other computers.

But I need help! I have an Electron with OS 1.0 and I am informed by my friends that I should get it upgraded to a 1.2. So, I set off for my local computer shop, but they didn't have one. Could you please tell me where I could get one from?

Also, how do you remove the old chip and replace it

with the new one? Is it just like the BBC Micro where a chip goes in and out of little sockets? And what are the advantages of OS 1.2?

I have a command which will perform a BREAK within a program. It is:

CALL !-4

Thank you for an excellent magazine which I will continue to buy and enjoy. – **Kenneth Rayner (13), Folkestone, Kent.**

● This is a question we've answered before but we still receive many inquiries. The BBC Micro's operating system has progressed from OS 0.1 when it was first launched to OS 5.1 in the Master Compact.

The Electron though has only ever had one operating system and that's OS 1.0. There aren't any other versions available and you can't use one from a BBC Micro or Compact.

Lost in shadow

I HAVE recently bought an Electron with Slogger's Master Ram Board and have been delighted with the additional memory available.

This has been particularly useful in compensating for the losses to the Plus 3, but there is one drawback. Both my four year old son and a friend of ten times that age have been distressed by their inability to save images created with the Nidd Valley Anamouse and Mousepaint program.

The rather brief documentation enclosed with the Master Ram Board suggests that the relevant memory can be accessed by machine code, but this, alas, is beyond my limited grasp of the subject.

Surely one of your staff can devise a solution to this problem. This would have fairly general application for users of Slogger's board who wish to take advantage of the space to run bigger graphics programs.

Approaching the subject from a different angle, I

have found a compaction utility which can effectively shorten Basic programs by stripping spaces and REMs, and by shortening variable and procedure names.

Can anyone take this a step further by devising a utility which will substitute the approved abbreviations for keywords and/or replace the appropriate commands with VDU codes? — **Adrian Trout, Up Holland, Lancs.**

● The following program shows how to save a screen when using 64k shadow ram mode with Slogger's Master Ram Board:

```
10 REM Read/Write
20 REM Shadow memory
30 MODE 6
40 FOR i=0 TO 2 STEP 2
50 PX=&C00
60 COPT i
70 .read
80 PHA
90 LDA #0
100 BEQ here
110 .write
120 PHA
130 LDA #&40
140 .here
150 PHA
160 PLP
170 PLA
180 JMP &FBFD
190 J
200 NEXT
210
220 REM Example screen
230 FOR i=1 TO 20
240 PRINT"Hello there..."
250 NEXT
260
270 REM Save it
280 file=OPENOUT"Screen"
290 FOR XX=&6000 TO &7FFF
300 YX=XX DIV 256
310 BPUT #file,USR read
320 NEXT
330 CLOSE #file
340
350 REM ReLoad it
360 MODE 6
370 file=OPENIN"Screen"
380 FOR XX=&6000 TO &7FFF
390 YX=XX DIV 256
400 AX=BGET #file
410 CALL write
420 NEXT
430 CLOSE #file
```

There is an extra operating system call to read and write to the screen memory. Call &FBFD with the address in X and Y and the overflow flag clear to read a byte into A, and set to write the byte in A.

All Basic keywords are stored in memory as single byte tokens, not as Ascii codes. For instance, COLOUR is stored as the value &90, so is COL. and C.

Using memory efficiently

WHEN are Advanced Computer Products bringing out their 256k ram cartridge that plugs into the Electron's cartridge port? As I write my own programs I am worried that as they get longer and more complex I will eventually run out of memory.

I don't want to buy another computer with a larger memory, as I think the Electron is an excellent machine suitable for my

needs.

If the ram cartridge is produced, will I be able to use it with the Advanced Plus 4? Finally, will there be a 256k ram board for the Electron? — **Carolyn Crossley, Mitcham, Surrey.**

● ACP's ram cartridge will not expand the memory available to Basic programs. However, machine code programmers will be able to make use of it. It will work

with ACP's Plus 4.

If you need more memory you could add either a second processor or Slogger Master Ram Board. These aren't cheap and there is a simpler, software solution. Steve Turnbull's Overlays article on page ● shows how to use the Electron's memory more efficiently.

— the abbreviations. When a program is listed on the screen or printer, Basic does not print the token value, but prints the corresponding word instead. So, you can't shorten the keywords any further.

Synchron attack tips

IN SUPERIOR Software's Synchron I have almost blown up the enemy's HQ buildings and have some tips for this game:

If enemy space craft come on the screen, don't try to aim at them, they are too fast. Just fire rapidly across the screen until they go away.

Before you start to blast the orb containers, check that there are no defence pylons or force fields behind or in front of them.

When looking for the HQ or more orb containers try to follow the paths or roads. These are the safest routes, but don't stick too closely to them because there are many force fields, missile launchers and defence pylons next to them.

When you have collected all the orbs on level A, go down the screen for a while and you will find two big blocks of land targets. If you bomb most of them it will boost your score to over 10,000 points.

The distance to the HQ is shorter if you go up the screen, but you will also eventually reach it if you go

down the screen.

If you get a lot of orbs or have been exploring for quite a time, land at a runway because on your next life you will always take off on the runway you last landed.

I hope these tips will help people enjoy the game as much as I do. It is fast, but after a while you get the hang of it. — **Simon Hotchkiss, Shrewsbury, Shropshire.**

More power

I have an Electron, but unfortunately I can't use it because my adapter has broken. I have tried most of my local stockists without luck. Where can I get one as my programming powers are draining away — **Colin Anderson, Well Road, Lunanhead, Angus, Scotland**

● When you buy a Plus 3 you receive a new power supply adapter and the old one is redundant so there must be thousands gathering dust on shelves and in cupboards. Can any reader help Colin with a replacement?

Four player Dunjunz

I WOULD like to congratulate Bug Byte for producing Dunjunz on the Electron. It is an excellent and frustrating game.

With help from my friends, Courtenay Anderson and Timothy Lee, we have managed to complete the game by finding the chalice.

We did this by choosing the four player option. Then when the screens come up, one player goes off and tries to complete it.

If that person gets killed one of the other characters goes to find a cross to bring back the dead one. While this is happening another is guarding the ones left.

Playing the game this way saves the energy of the other characters so you can get further than you could if you went off by yourself.

— **Chris Panter, Tavistock, Devon.**

Old timers drive slowly

CAN you publish some articles about the Plus 3's library suite of programs. A regular article about discs would be much appreciated.

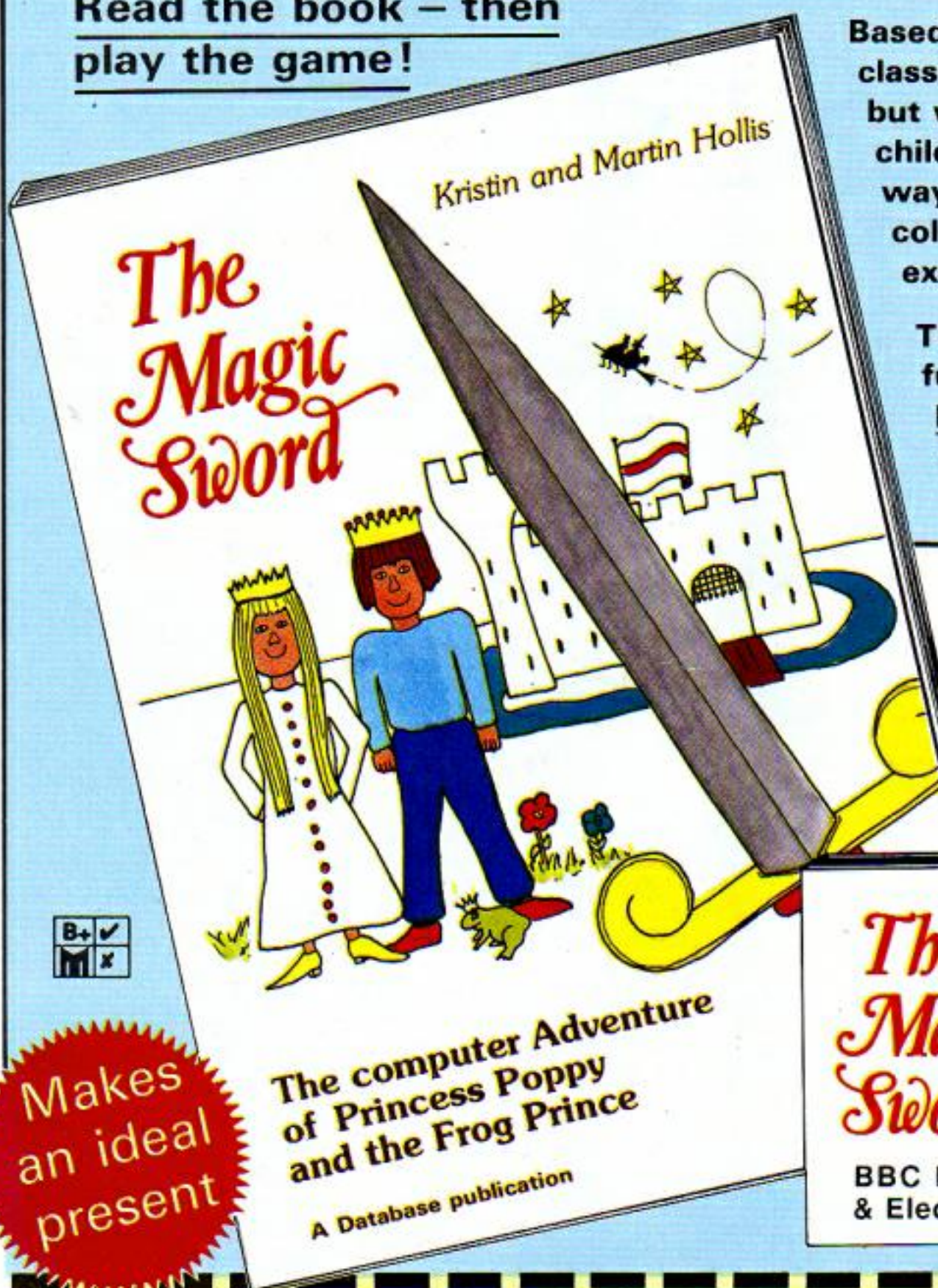
Can you tell me why it is necessary to slow down the disc drive head as I have found no use for it so far. There must be some reason because this option is included in the utility SetParams. — **Peter Davey, Reading, Berks.**

● Some old disc drives may require a slow head stepping rate.

The Plus 3 drive is quite happy with a fast rate and shouldn't need altering.

You're never too young to play a Magical Adventure on the BBC Micro or Electron!

Read the book – then play the game!



Based on the style of the classic computer adventures – but written so that even small children can learn to find their way around, encouraged by colourful graphics and exciting sound effects.

The pack contains a 48-page full colour storybook **PLUS** a full length multi-location adventure

was **£8.95**
SPECIAL OFFER
PRICE
£5.95 tape inc. p&p
£6.95 5.25" disc inc. p&p

Makes an ideal present

The Magic Sword

BBC Micro & Electron



Please send me the complete Magic Sword pack plus storybook to:

Name _____

Address _____

- ☐ I enclose my cheque for £5.95 (tape), £6.95 (5.25" disc) payable to Database Publications
☐ Or debit my Access/Visa card:

No. _____

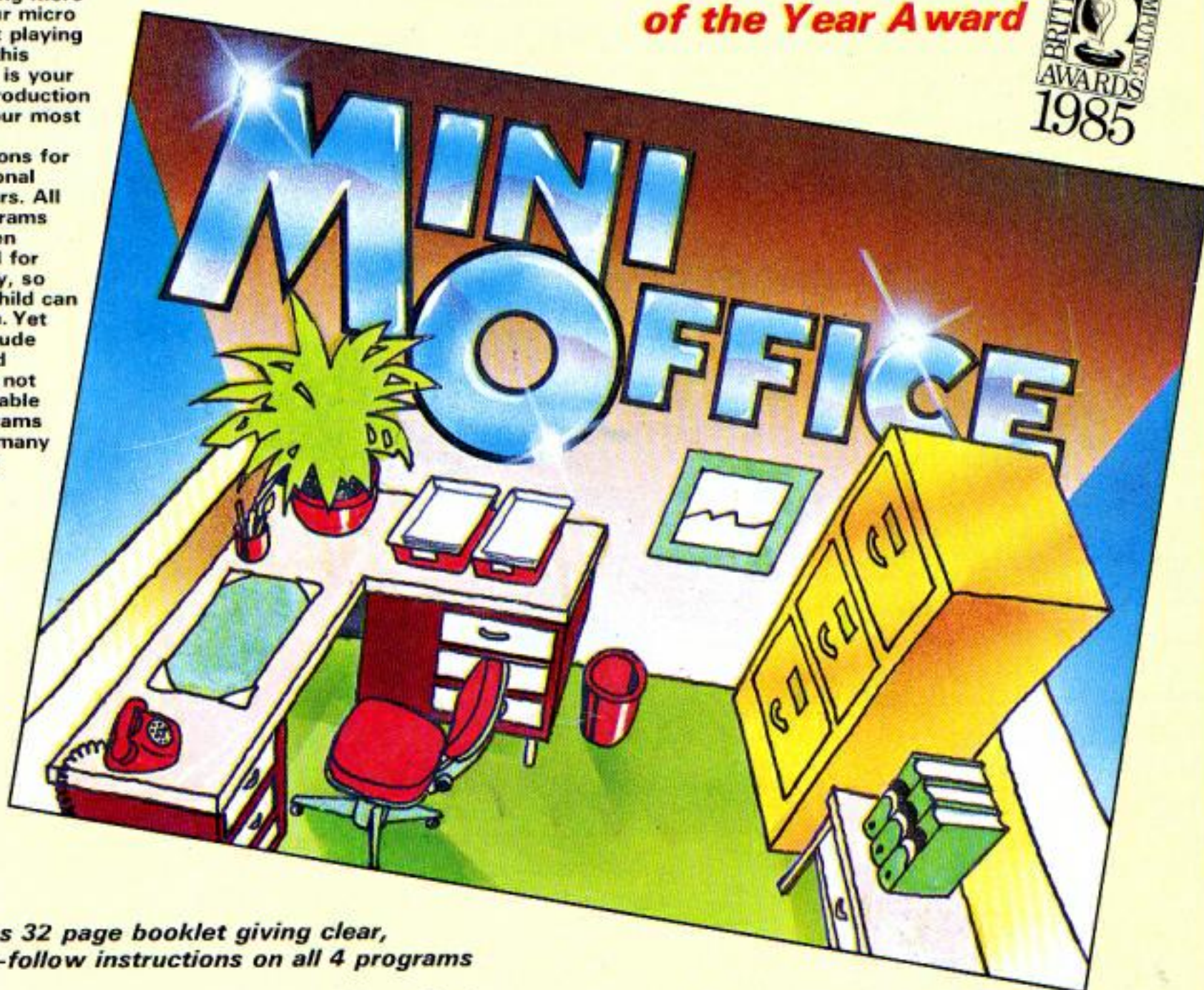
Signed _____

SEND TO: Adventure offer, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY

EU8

If you want to start doing more with your micro than just playing games, this package is your ideal introduction to the four most popular applications for professional computers. All the programs have been designed for simplicity, so even a child can use them. Yet they include advanced features not yet available on programs costing many times as much!

**Finalist for the Home Software
of the Year Award**



**Contains 32 page booklet giving clear,
easy-to-follow instructions on all 4 programs**

Word Processor: Ideal for writing letters and reports. There is a constant display of both time and word count, plus a words-per-minute display to encourage the budding typist! A unique feature is the double-size text option in both edit and printer mode – perfect for young children and people with poor vision.

Database: You use this for storing information, just like an office filing cabinet. Facts you have entered can be quickly retrieved by just keying in a word or part of a word. They can be sorted, replaced, saved for future use or printed out.

Spreadsheet: Enables you to use your micro for home accounts or pocket money records. It creates a display of numbers in rows and columns. Continuous updating is possible, and a changed figure can be instantly reflected throughout the rest of the spreadsheet. Your results can be saved, to be used for future updates, or can be fed into its associated program.

Graphics: Part of the spreadsheet section, it lets you draw bar charts, pie charts and histograms to give a graphic presentation of your statistics. Helps to give life and colour to the dullest figures!

☆ **Word Processor** ☆ **Spreadsheet**
☆ **Database** ☆ **Graphics**

**Now they're
all together -
in ONE simple
package**

Four full-scale
programs for
an incredible
low, low price! **£5.95**
cassette

TO ORDER TURN TO THE FORM ON PAGE 53

This is THE ultimate guide to the Electron!

This detailed guide to the Electron's operating system is a must for every serious Electron user. In its information packed pages you'll find:

- ★ Full details of how to implement the powerful *FX/OSBYTE calls.
- ★ Page ROMs revealed: The way they work and how to write your own.
- ★ Programming the ULA - all you need to know.
- ★ Full coverage of memory allocation and usage - make every byte count.
- ★ Complete circuit diagram: How to use the expansion capabilities Electron's exciting to the full.

and much, much more...

**Save
£3
on this
classic book!**

acorn electron ADVANCED USER GUIDE

Mark Holmes & Adrian Dickons



Quite simply, the Electron Advanced User Guide is THE essential handbook that will allow you to exploit the full potential of the Electron.

Don't miss this money-saving offer!

Only £3.45 (inc. P&P)

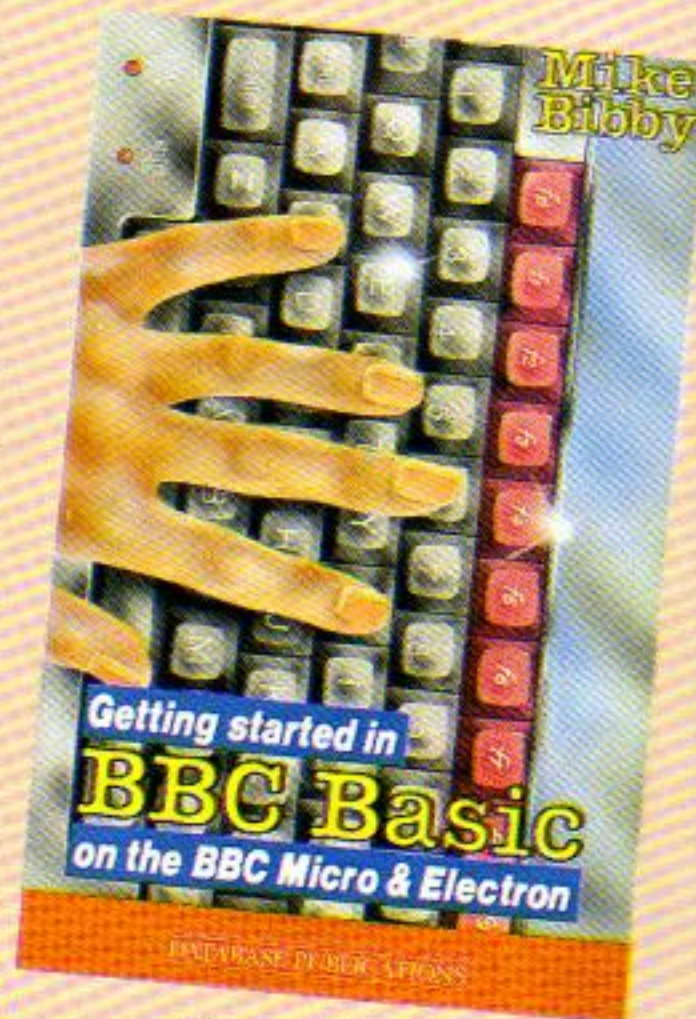
**SAVE a
massive £6!**

(Normal price £9.45)

UK readers
only

This best-selling book takes the reader through the fundamentals of writing programs. Its hands-on approach has been specifically designed to teach the absolute novice not only the formal rules of Basic but also that elusive quality - good programming style.

By working through its many examples, the reader will gain a clear insight into structured programming and will quickly acquire the ability to use structured techniques in creating his own programs.



UK readers only

Was £5.95 NOW £2.95



**ONLY
£3.95**

Your Electron needs protecting!

Protect your Electron with our luxury dust cover made of soft pliable water-resistant vinyl, bound with strong cotton and decorated with the Electron User logo.

Keep your copies neat and clean!

This handsome binder is bound in attractive red pvc with the Electron User logo in gold blocking on the spine. It will hold 12 magazines firmly secured in place by metal rods.



**ONLY
£3.95**

All prices include postage, packing and VAT
Overseas orders sent exclusively by Air Mail

£ p

Electron User subscription

UK £12 3001
Europe & Eire £20 3003
Overseas £35 3004

Commence with _____ issue

Renewal

UK £12 3002
Europe & Eire £20 3476
Overseas £35 3477

The Adventure Creator

With sub* Without sub
Cassette only £8.95 £11.95 3122/3123

* This offer only available if accompanied by a subscription order or renewal

Computer Hits 3

With sub* Without sub
Cassette only £3.95 £6.95 3117/3118

* This offer only available if accompanied by a subscription order or renewal

Five Star

With sub* Without sub
Cassette only £3.95 £6.95 3126/3127

* This offer only available if accompanied by a subscription order or renewal

Repton 3

With sub* Without sub
Cassette only £4.95 £7.95 3009/3010

* This offer only available if accompanied by a subscription order or renewal

Electron User back issues

£1.50 UK Jan 1987 3210
£2.50 Europe Feb 1987 3211
£3.50 Overseas Mar 1987 3212
Apr 1987 3213
May 1987 3214
June 1987 3215
July 1987 3216

Back Issue bundle

April 86-Dec 86 (9 complete issues) 3017

UK £6.90, Europe inc Eire £8.90, Overseas £16.90

Cassette tape annual subscription

UK £35 3005
Europe/Overseas £45

Renewal

UK £35 3006
Europe/Overseas £45

Electron User tapes/discs

Tape £3.95, Discs £4.75. Overseas/Europe add £1

Fishing	June 1986	3303			
Royal Wedding	July 1986	3304			
Howzat	Aug 1986	3305			
Cavern Capers	Sept 1986	3306			
Rat Catcher	Oct 1986	3307		3407	
Day at the Races	Nov 1986	3308		3408	
Santa's Sleigh	Dec 1986	3309		3409	
Grid Warrior	Jan 1987	3310		3410	
Maze	Feb 1987	3311		3411	
Super Boss	Mar 1987	3312		3412	
Dragons Doom	Apr 1987	3313		3413	
Hectic Henry	May 1987	3314		3414	
Hungry Harry	June 1987	3315		3415	
Mazebugs	July 1987	3316		3416	
Arena	Aug 1987	3317		3417	

Add £2 for Europe, £5 for Overseas to all prices on this page unless otherwise indicated

Valid to August 31, 1987

Please enter number required in box £ p

Knitwear Designer

NEW

Tape £8.95 3128
5.25" Disc £9.95 3129

Add £2 for Europe; £5 for Overseas

Nursery Rhymes

NEW

Tape £5.95 3018
3.5" Disc £6.95 3019

Add £1 for Europe/Overseas

Education Special Vol. 2

Classroom Computing on the Electron

Magazine + Electron Cassette £3.95 3007
Magazine + Electron 3.5" Disc £4.95 3008

Add £2 for Europe £4 for Overseas

Fun School

Tape £4.95 3080
3.5" Disc £5.95 3081

Ages 2-5 3080/3108
Ages 5-8 3081/3109
Ages 8-12 3082/3110

Add £1 for Europe/Overseas

Getting Started in BBC Basic

UK only £2.95 3100

Acornsoft Database

Needs a Plus 3 Disc £9.95 3119

Add £2 for Europe; £5 for Overseas

Advanced User Guide

UK only £3.45 3072

Mini Office

Tape £5.95 3062
Europe/Overseas £6.95

Magic Sword

Tape £5.95 3065
3.5" Disc £6.95 3105

Add £2 for Europe; £5 for Overseas

Ten of the Best

Tape £5.95 3068
3.5" Disc £6.95 3111

Volume 1 3068/3111
Volume 2 3069/3112
Volume 3 3070/3113
Volume 4 3120/3121

Add £1 for Europe/Overseas

French on the Run

Tape £9.95 3115

Add £1 for Europe/Overseas

Micro Olympics

Add £1 for Europe/Overseas Tape £5.95 3014

Classic Card and Board Games

No. 1 } Tape £5.95 3090
3.5" Disc £7.95 3092
No. 2 } Tape £5.95 3091
3.5" Disc £7.95 3093

Add £1 for Europe/Overseas

Electron Dust cover

UK £3.95 3058
Europe/Overseas £4.95

Magazine Binder

UK £3.95 3059
Europe £6.95
Overseas £10.95

TOTAL

Send to: Electron User, FREEPOST, Europa House,
68 Chester Road, Hazel Grove, Stockport SK7 5NY.
(No stamp needed if posted in UK) Please allow 28 days for delivery

Order at any time of the day or night

Telephone Orders:
061-429 7931

Orders by Postel:
Key '88, then 614568383

MicroLink/Telecom Gold
72:MA/G001

Don't forget to give your name, address and credit card number

ENQUIRIES ONLY: 061-480 0171 9am-5pm

Payment: please indicate method (✓)

☐ Access/Mastercard/Eurocard/Barclaycard/Visa

Expiry Date

No.

☐ Cheque/Eurocheque made payable to Database Publications Ltd.

Name

Signed

Address

Post Code

Tel

EU8

SOFTWARE AT BARGAIN PRICES

SPECIAL PURCHASE

Plus I Interface
with View Wordprocessor

£53.95

Plus I only

£44.95

QUICK SHOT I

Joystick use
with Plus I

£6.95

MICROPOWER TITLES AT £1.99 EACH

Adventure
Bumble Bee
Chess
Croaker
Cybertron Mission
Danger UXB
Electron Invaders
Escape from Moonbase Alpha
Feelx and Fruit Monsters
Frenzy
Galactic Commander
Moon Raider
Positron
The Mine
Swoop
The Gauntlet
Ghouls
Felix Evil Weevils
Rubble Trouble
Bandits at 3 'O'clock
Stock Cars
Killer Gorilla
Jet Power Jack
Swag
Felix in the Factory

ACORNSOFT TITLES

Sphinx Adventure £1.50
Starship Command £1.50
Hopper £1.50
Chess £1.50
Arcadians £1.50
Talkback £1.50
Workshop £1.50
Desk Diary £1.50
Business Games £1.50
Boxer £1.50
Me and My Micro £1.50
Snapper £1.50
Complete Cocktail Maker £1.50
Watch Your Weight £1.50
Creative Graphics £2.50
Graphs & Charts £2.50
Personal Money Management £2.50

OTHER TITLES

Turtle Graphics £2.25
Advanced User Guide £3.25

IVAN BERG SERIES

I Do £1.50
Theatre Quiz £1.50
English CSE/GCE £2.00
Biology CSE/GCE £2.00
Maths 1 CSE/GCE £2.00
Maths 2 CSE/GCE £2.00
ROM CARTRIDGES
View (Wordprocessing) £11.95
Viewsheets £11.95
Iso-Pascal £28.50
Logo £28.50
Lisp £7.75

MIRRORSOFT EDUCATIONAL

AT £2.99 EACH

Count with Oliver
Crackit Towers
Giddy Game Show
Joffe Plans (Weight Watching)
Know your PSI/Q
Know your Personality
Look Sharp

A.S.K. AT £2.99 EACH

Cranky
Hide and Seek
Number Gulper
Let's Count
Number Puzzler
Words, Words, Words
Number Chaser
Table Adventures

NEW BUDGET RANGE FROM SUPERIOR AT £2.49

Fruit Machine
Invaders
Draughts
Reversi
Stranded
Mr Wiz
Chess
Smash and Grand
Percy Penguin
World Geography
Allen Dropout
Centibug
Zany Kong Jnr
Overdrive
Tempest

LANGUAGES

Linkword Italian £2.25
Linkword German £2.25
Linkword Spanish £2.25

BUDGET TITLES

Castle Assault £1.99
Dunjuz £2.99
Football Manager £2.99
Flight Path 737 £2.99
Galactic Patrol £1.99
Hercules £1.99
Hunkey Dorey £2.99
Ice Hockey £2.99
Kane £1.99
Killerpede £1.99
Micro Value (4 games) £3.99
Plan B £2.99
Roboto £2.99
Sky Hawk £2.99
Star Force 7 £2.99
Tennis £2.99
Vegas Jackpot £1.99

CURRENT TITLES

Big K.O. £6.50
Brian Clough Football £12.50
Colossus 4 Chess £7.50
Commonwealth Games £6.50
Future Shock £6.50
Goal £6.50
Pyscastria £6.50
Sphere of Destiny £6.50
XOR £7.50
Thunderstruck 2 £6.50
War £7.25
Superior Hits Vol 3 £7.50
Elite £10.50
Five Star Games 2 £7.50
Ravenskull £7.50
10 Computer Hits 1 £7.50
10 Computer Hits 2 £7.50
10 Computer Hits 3 £7.50
Computer Hits 5 £5.95
Around World Repton £5.50
Repton 3 £7.50
Paper Boy £7.50

TOWERHILL COMPUTERS LTD

Unit 2 Wharfside

Fenny Stratford, Milton Keynes, MK2 2AZ.

Telephone: Milton Keynes (0908) 74246

ALL PRICES INCLUDE V.A.T. AND P&P. OVERSEAS ORDERS ADD £1.00



HOW many Electron users can honestly say that they have never accidentally pressed Break while programming, or in a blind panic in the middle of a game?

It's particularly easy to do while using the cursor keys when editing a program listing.

At the very least it's an annoyance having to type OLD to recover your listing. At worst you could lose several hours of valuable data from your spreadsheet, or your best hi-score on galactic mega wars may be zapped, adding insult to injury when you have to reload the game.

This is just what the Anti Break System or ABS is designed to prevent. Not by a piece of inventive software, but by a simple hardware add-on that anyone can make at home for next to nothing.

The ABS is made from a small piece of 0.5mm aluminium. Figure 1 is a diagram of the ABS drawn full scale and may be cut out and used as a template.

After the metal has been

Putting on the safety break

JAN EDENS presents a useful add-on to protect your Electron's Break key

cut, score and carefully bend the ABS along the lines indicated. Smooth the edges with a piece of emery cloth and when you've finished simply slide it into place over the Break key as shown in Figure II.

To use the Break key again simply slide the ABS out of the way.

This is such a simple, yet

useful idea it's surprising it has never been thought of before. It really is true to say that "You'll wonder how you ever managed without it".

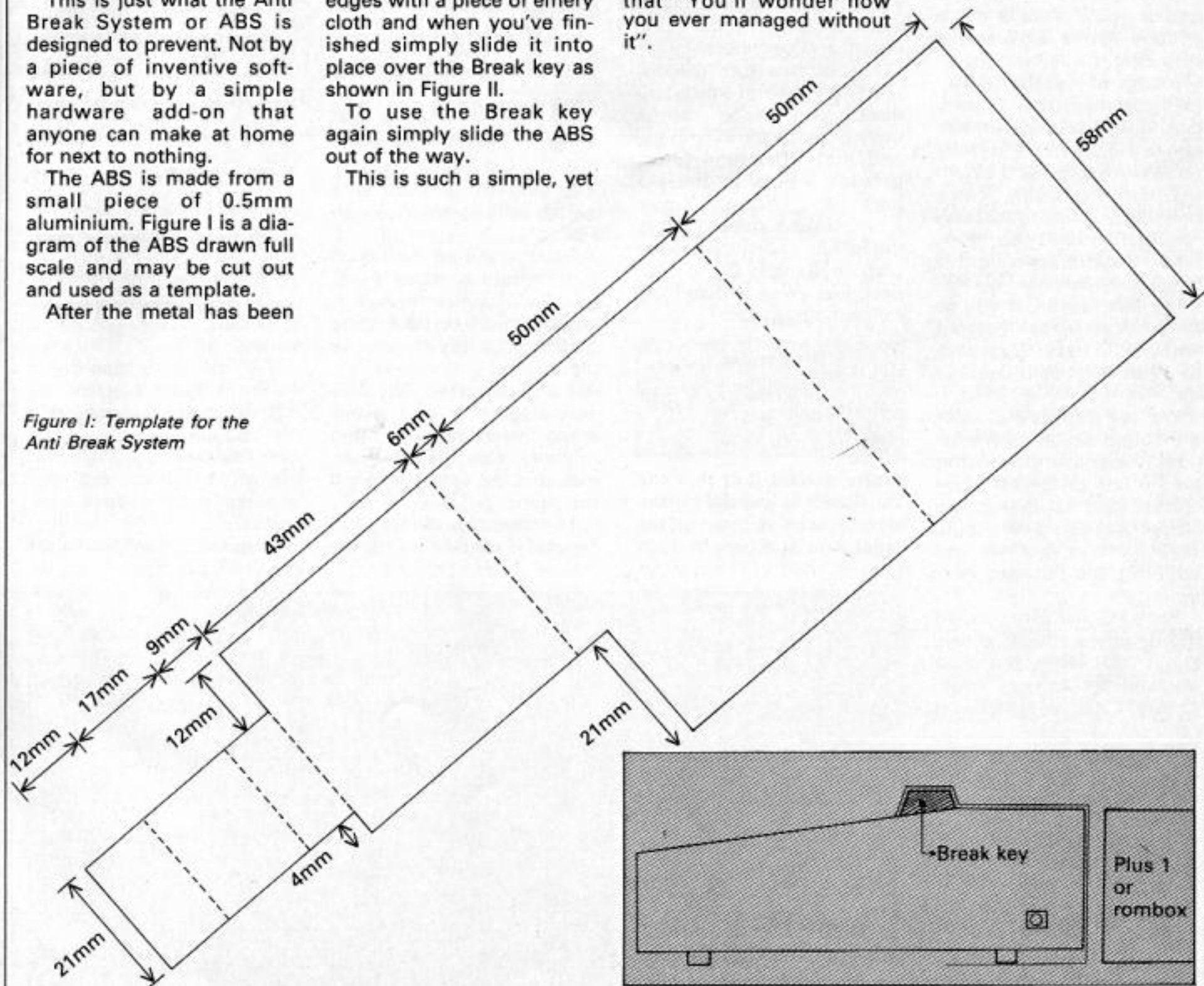


Figure 1: Template for the Anti Break System

Figure II: The Anti Break System in place

LAST month we began our investigation of ACP's Plus 5 user port. We'll now look at it in greater detail.

First we need to look at the nature of the electrical signals that this I/O port recognises as representing zero and one.

Let's start by looking at what appears on a PB line when we are using it as an output. If we're outputting a one, then a signal of 5V appears and it's 0V for a zero.

However, if you were to measure this voltage with a good voltmeter, you'd probably find that the outputs weren't exactly 5V and 0V.

The manufacturers of the VIA in the user port simply guarantee that for a one output you'll always get a voltage above 2.5V and a zero output will always give a voltage of less than 0.4V.

Fortunately, the outputs actually obtained, unless you're unlucky, are usually quite close to 5V and 0V.

The 5V, though, can't provide us with much current and so can't do much work. It can't even light a small torch bulb.

For this reason, if you've got a line set up as an output you should never connect it to 0V as this could damage the VIA.

We can however, buffer the output signal from a PB line. This put simply, allows the PB line to control more current and so makes the output signal more useful. We'll look at one way of buffering the PB lines later on.

For a PB line set up as an input, any voltage above about 2.5V is treated as a one and any voltage below about 0.4V is regarded as a zero.

It's good practice to try to arrange our inputs, whether they're from switches or other electronic circuits, to be as close to 0V and 5V as possible. Never apply a voltage of more than 5V or less than 0V to a PB or CB line.

Electronic components whose input and output signals use 5V for one and 0V for zero are said to be

TTL compatible. TTL stands for Transistor Transistor Logic and it's the name of a vast family of logic chips in common use in most computers and peripherals.

TTL compatible means that the signals produced by the I/O port will be read as ones or zeros by TTL chips, and that TTL chips could provide inputs to the I/O port.

Let's take a closer look at the PB line as an input. Don't plug anything in to the user port, just enter and run the following program:

```
10 REM Program 1
20 ?&FCB2=0
30 REPEAT
40 PRINT ?&FCB0
50 UNTIL FALSE
```

You should find that the value 255 is printed all the time. This shows that all the inputs are one even though

we haven't got anything plugged in.

Don't worry, this is just a side effect of the VIA. The PB line always returns a one if read when set to input if nothing is connected to them.

How do we set about connecting something to the I/O port to provide an input? The simplest add-on is a switch and two are shown in Figure 1.

The resistor on the left of the diagram is called a pull up resistor. When the switch is open it pulls up the PB line to 5V, thus giving a one input.

Although the PB line would give a one input when the switch was open anyway, the resistor just makes sure, which is good practice.

The resistor on the right in Figure 1 is called a pull down

resistor. When the switch is open, it pulls down the voltage on the PB input to 0V, thus giving a zero input.

In either of these circuits, don't be tempted to omit the resistor and replace it with a piece of wire. If you do, then close the switch, you'll short circuit the 5V line to 0V and crash the computer.

The 5V and 0V signals can, of course, be provided by other electronic circuits, such as another computer or peripheral. We'll look at some electronic circuits for providing inputs later in the series.

We've already seen that a buffer is needed before we can do anything useful with the I/O port outputs. The simplest buffer circuit is that shown in Figure 2 and uses a component called a transistor.

These come in thousands

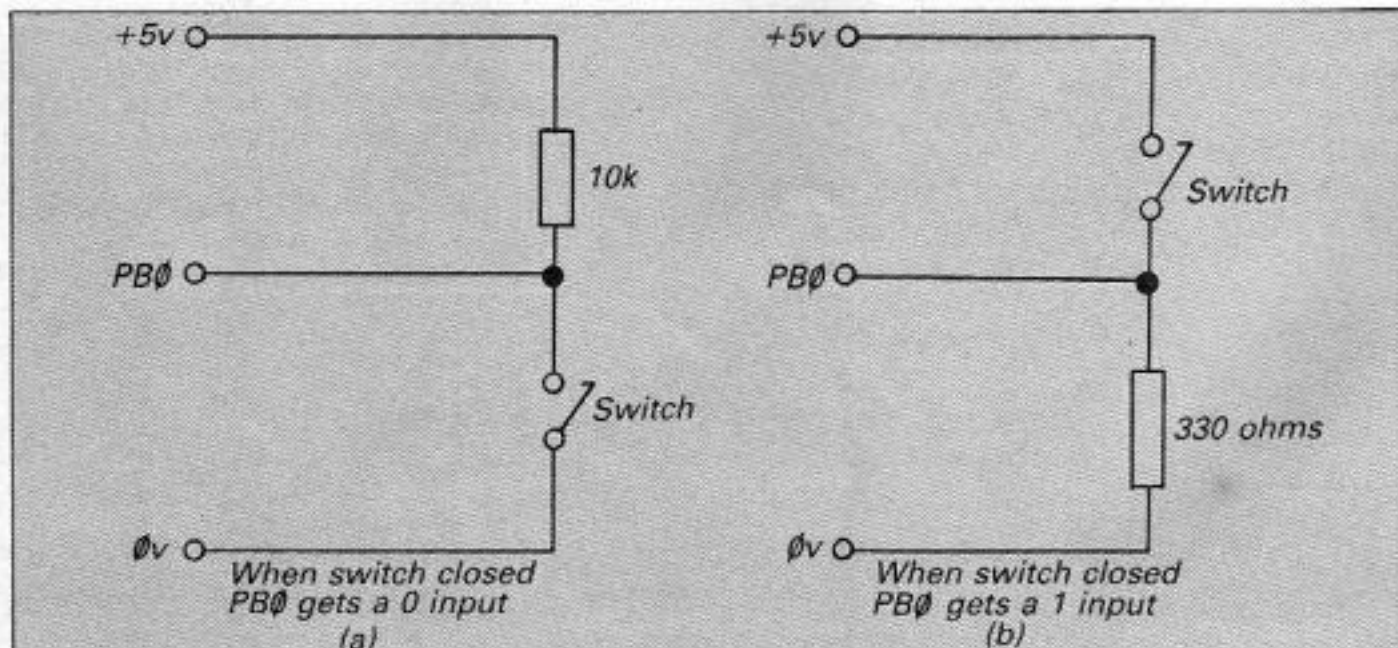


Figure 1: Two switches

Hardware Projects

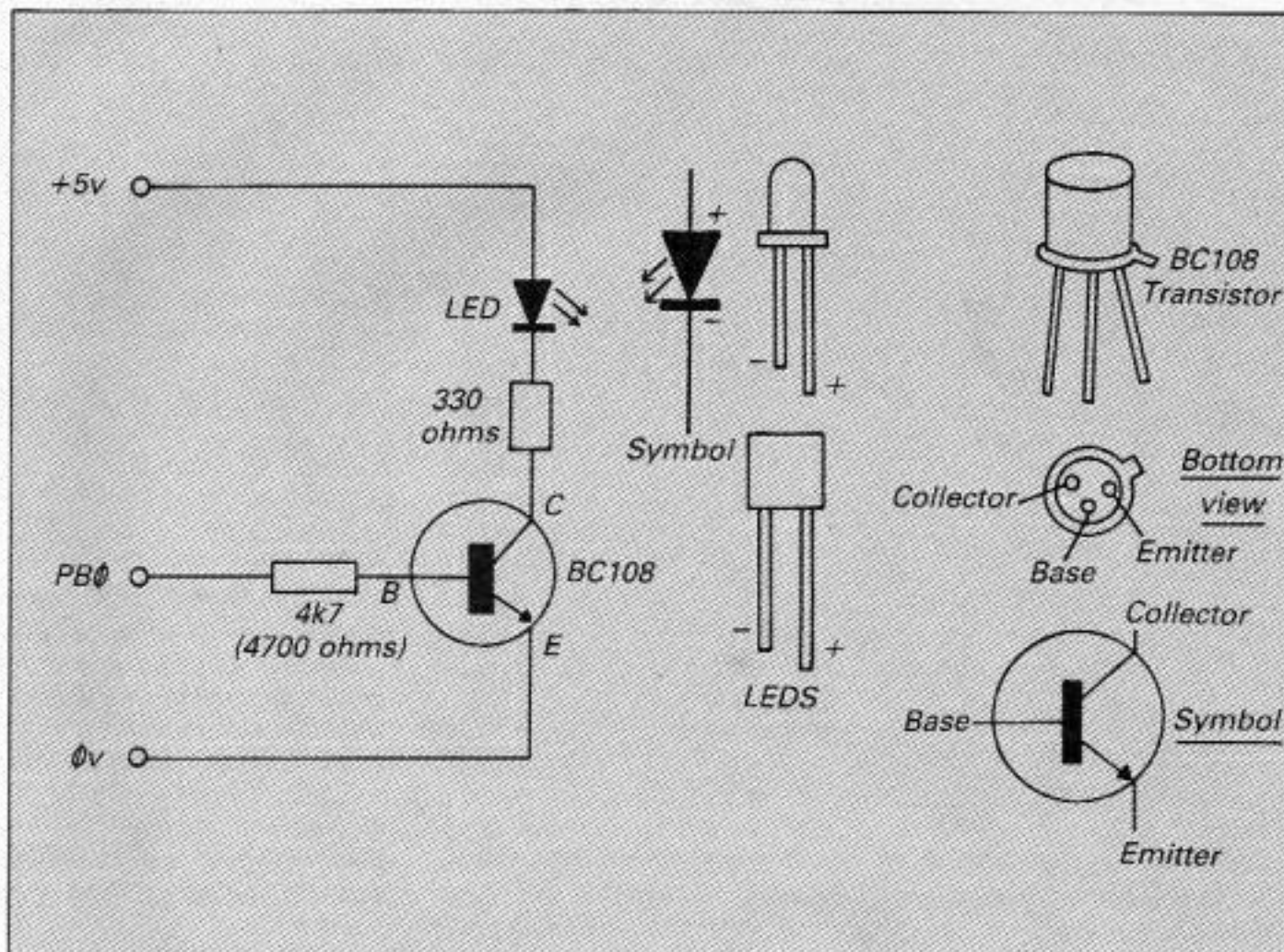


Figure II: A simple buffer circuit

of different types and are designed for use in many different types of circuit, from transistor radios to computers. The transistor we'll use is called a BC108 and we'll connect it up as an electronic switch.

The other new component used in this circuit is a light emitting diode, or LED – the modern equivalent of a small torch bulb. You can get them in red, green and yellow.

How does this circuit work? Well, if the PB line is taken to 0V, then no current flows into the base connection of the transistor. This has the effect of turning the transistor switch off and no current flows through the LED.

If we take the PB line up to 5V by setting it to a one output, then a small current flows into the Base connection of the transistor. This turns the switch on and a fairly large current flows through the LED, resistor and transistor. This causes the LED to glow.

The voltage of 5V on the PB line causes a large current to flow through the LED

and a voltage of 0V causes no current to flow. The PB line thus switches current on or off.

The resistor between the LED and transistor is called a current limiter. It limits the current flowing through the LED and transistor to a safe level.

If you were to leave it out, such a large current might flow that the LED and transistor would be burned out.

The LED and resistor are called the transistor's load.

The load in this circuit is simply the device that the

transistor passes current through. It needn't be an LED, it could be a motor, a light bulb or several other types of device.

Let's build this buffer. I built mine on a piece of stripboard. This is an insulating panel with holes in it which has copper strips on one side.

Components are pushed through the holes from the plain side and are soldered to the copper tracks which replace many of the wires we would normally need in an electronic circuit.

You'll need a small piece of board with the holes 0.1in apart. Stripboard comes in large pieces, but you can cut it with a hacksaw and it's the sort of thing that we'll use quite often in later interfacing articles.

Before we start work, read the box on soldering transistors. It's crucial that the transistor and LED are soldered in the right way round.

Figure III shows the plain side of the stripboard. Spread the parts out so you've got plenty of room. It doesn't matter which strips on the board you connect the parts up to as long as you connect wires that are to be joined together to the same copper strip.

I suggest you solder the connecting wires and resistors in first, then the LED and finally the transistor. Again, take care to wire the transistor and LED in the right way around.

Position the resistors fairly close to the board when you solder them and cut off any spare wire. With the LED and transistor, leave their leads quite long.

Once the circuit is built we need to test it. First check that the transistor and LED are the right way round, and that there are no solder splashes or short circuits on the copper strips. If there are, remove them.

Turn off the Electron and plug in the terminal box that we built last month. Now

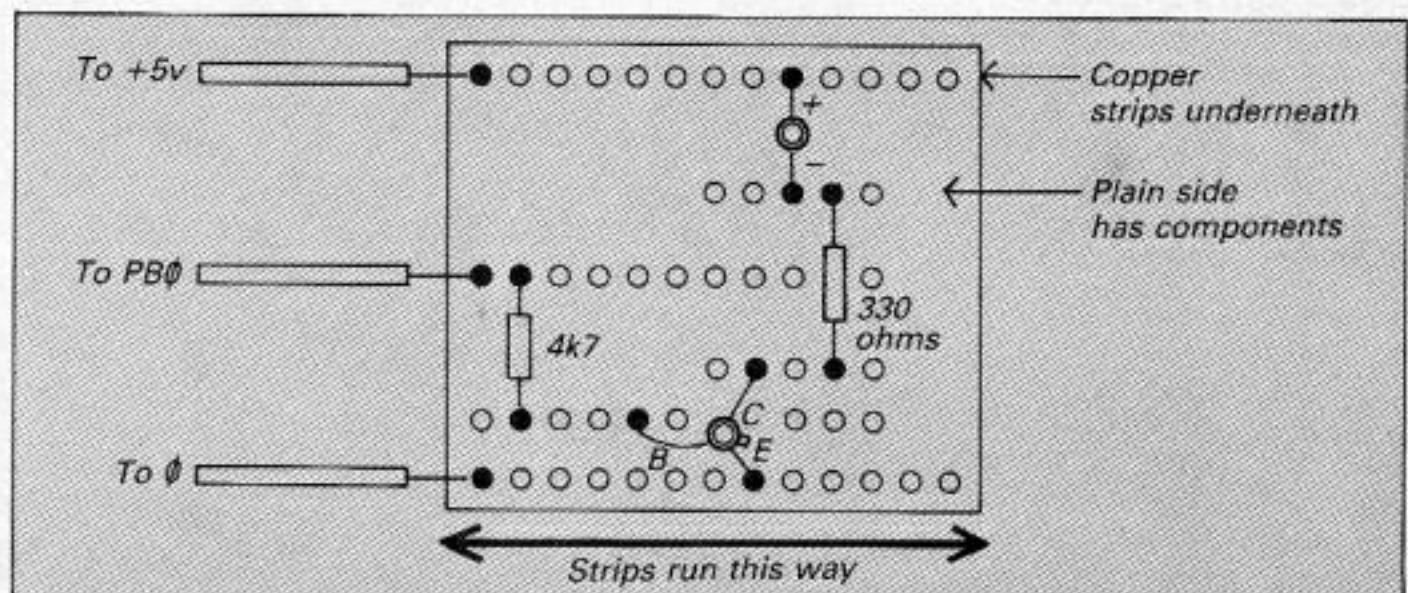


Figure III: The circuit built on stripboard

Hardware Projects

◀ From Page 57

wire the 5V, 0V and PB0 line from this circuit to the terminal box.

There's nothing special about PB0. We could have used any of the other PB lines.

Now turn on the Electron. The usual start up message should appear. If it doesn't, turn off immediately and recheck everything, including the connections between the terminal box and the buffer circuit.

If the message appears, put your finger on the transistor. If it gets hot, you've got a problem, so turn off and recheck the circuit.

We now need the software. Any program using this buffer board must set the relevant bit of the DDRB to one to indicate that we want to use it as an output,

Soldering Transistors

Transistors, LEDs and chips all belong to a family of electronic components called semiconductors. They do all the work in electronic circuits and they are very delicate.

Heat, or connecting them up the wrong way around, can easily destroy them.

- Always check that the components are the correct way round before soldering them in.

- Try to solder semiconductors in place last. This limits the amount of heat they're exposed to.

- Take no more than 5 to 10 seconds to solder a semiconductor lead. Any longer than this and you stand a good chance of damaging it.

- Whenever possible, use a heat shunt. Pliers or tweezers will conduct some of the heat away from the delicate innards of the transistor. A third hand or a vice is useful to hold the circuit board.

- Keep the leads of transistors and LEDs as long as possible until you've got some experience under your belt.

then set the relevant bit of IORB to one or zero to turn the LED on or off.

If you've used PB0, then:
?&FCB2=1
will set up the DDRB. Pro-

gram II will flash the LED on and off:

```
10 REM User port demo
20 REM By Joe Pritchard
30 :
40 ?&FCB2=1
50 REPEAT
60 ?&FCB0=1
70 PROCdelay
80 ?&FCB0=0
90 PROCdelay
100 UNTIL FALSE
110 DEFPROCdelay
120 TIME=0
130 REPEAT
140 UNTIL TIME>100
150 ENDPROC
```

As an extension, you might like to write a program that reads the state of a switch connected to PB1 and starts the LED flashing if there is a one input to PB1.

- Next month we'll build a small buggy for your Electron to control. See you then.



MAIL ORDER OFFERS



MAIL ORDER OFFERS



Acornsoft's classic Database can now be yours for LESS THAN HALF PRICE!

This popular package is an easy-to-use database system which displays records in filing-card format. It allows for up to 240 characters per field and up to 32 fields per record. Alphabetical or numerical sorting can be performed on ALL fields, and there is a very comprehensive search facility.

Data can also be converted to View format, edited using the View word processor and printed out from View.

The package includes a step-by-step tutorial.

RRP £19.95

Our Price £9.95

Will only run with the Electron Plus 3

TO ORDER TURN TO THE FORM ON PAGE 53

Sidestep into space

STEVE TURNBULL shows how overlays can be used to cram more into ram

SQUEEZING quarts into pint pots is something that Electron programmers become very familiar with.

Even with all the possible ways of saving space (short variable names, leaving out REMs and spaces, multi-statement lines) there is still the 20k limit in Mode 6, and when you start adding graphics or disc drives the available space drops very rapidly.

Eventually, no matter how careful you are your Basic program will grow too big. What is needed is some way of sidestepping the space restriction.

One method is to CHAIN different programs to deal with different sections of the task being performed. But this technique suffers because only the Basic variables A%-Z% remain during the program change over.

The best method of getting round the problem is with overlays. An overlay is a section of Basic program which is loaded into memory when needed, and when not needed can be overwritten by a different overlay.

One of the techniques for merging two programs is to load the first program and *LOAD the second to TOP-2. Well, overlays uses the same technique.

All a program's procedures are stored on disc and whenever one is required it is loaded, tagged on the end of the program, called then deleted afterwards. So at any one time you've only got one procedure in memory making the program extremely short.

The advantages of over-

lays are that you don't lose any variables and you can have any number of them, subject to the number of files your filing system allows - 47 with a standard ADFS, with one file being used for an overall control program.

The disadvantages are that overlays are a little more complicated to set up and are harder to debug. You can use overlays with tape systems, but of course the loading speed slows things up too much.

First, we need to look at the usual memory layout of a typical Basic program.

This is shown in Figure 1.

The addresses of the various sections of the Basic memory map are held in the pseudo-variables HIMEM, LOMEM, PAGE and TOP.

These can be used in the same way as ordinary variables, but unless you are careful Basic can lose track of where your program is.

Sitting at PAGE is the Basic program itself and this extends up to TOP. By typing:

```
PRINT TOP-PAGE
```

you can see how long your program is in bytes. Next comes the Basic heap which

holds all the variable names, values and procedure addresses. This starts at LOMEM and you can find out the address of the top of the heap with:

```
PRINT !2 AND &FFFF
```

Whenever a new variable is defined or a new procedure is called, its name and value are added to the heap.

Following the heap is a gap of free ram which gets eaten into as the heap grows. When you get a 'No room' error it means there is

Turn to Page 60 ►

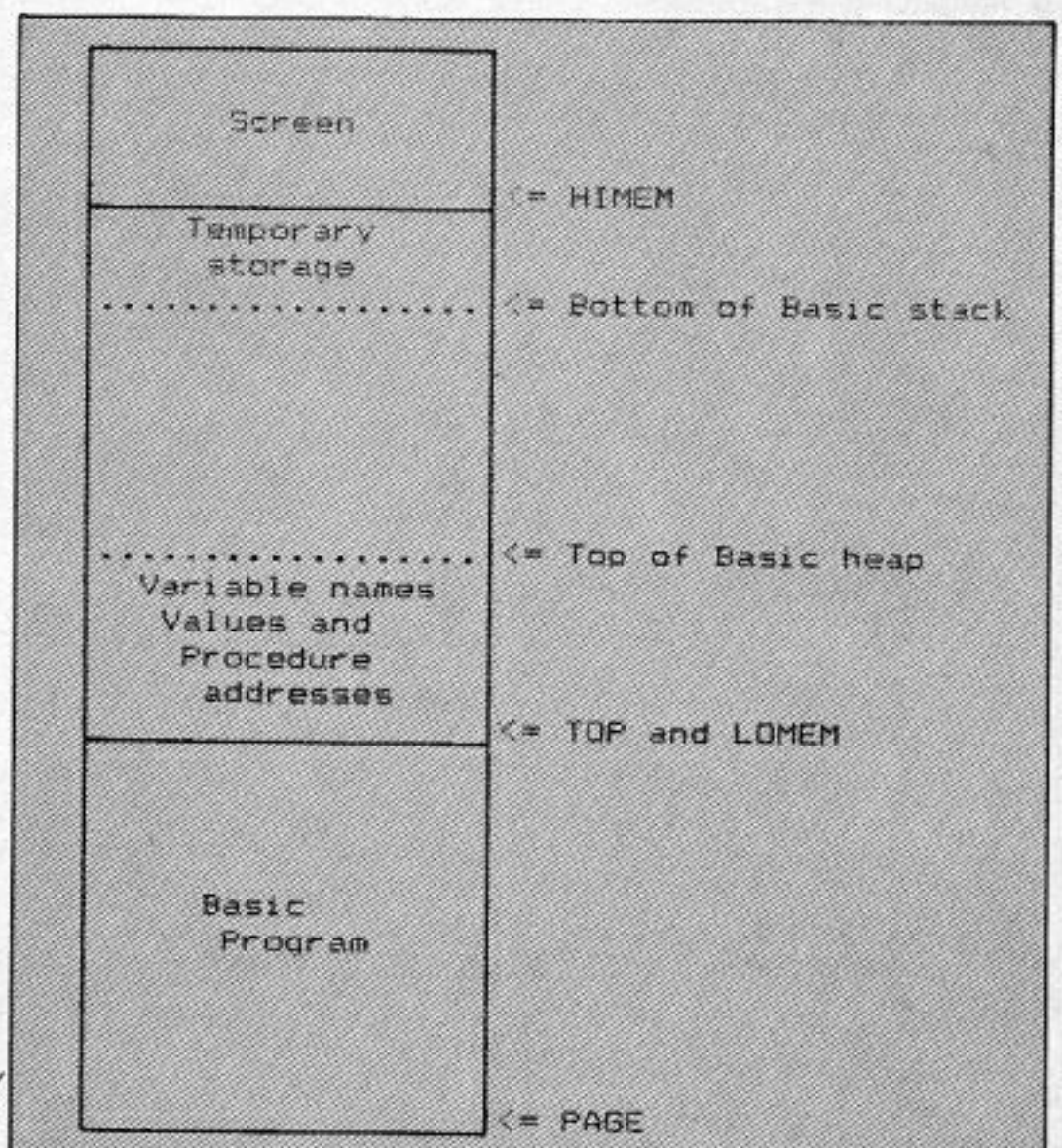


Figure 1: Usual memory arrangement of a Basic program

Programming

◀ From Page 59

no free ram left and it is this error that we are trying to avoid.

Finally, just below the screen memory, sits the Basic stack. This is where Basic stores temporary values when it is doing calculations, plus other temporary information.

For overlays to be used we need a control program which is loaded first and stays in memory the whole time. When an overlay is needed it is loaded and tagged on to the end of the control program, effectively making it longer.

The problem now is: When the control program is loaded the values of TOP and LOMEM are set up as shown in Figure I.

Any variables used in the control program will be placed on the heap at LOMEM, if we then load an overlay on the end of the control program at TOP, these variables will get overwritten and lost.

But BBC Basic has already supplied us with the solution. Notice that there are two variables which are set to the same value: TOP and LOMEM.

By changing LOMEM to a different value we can reserve some space by

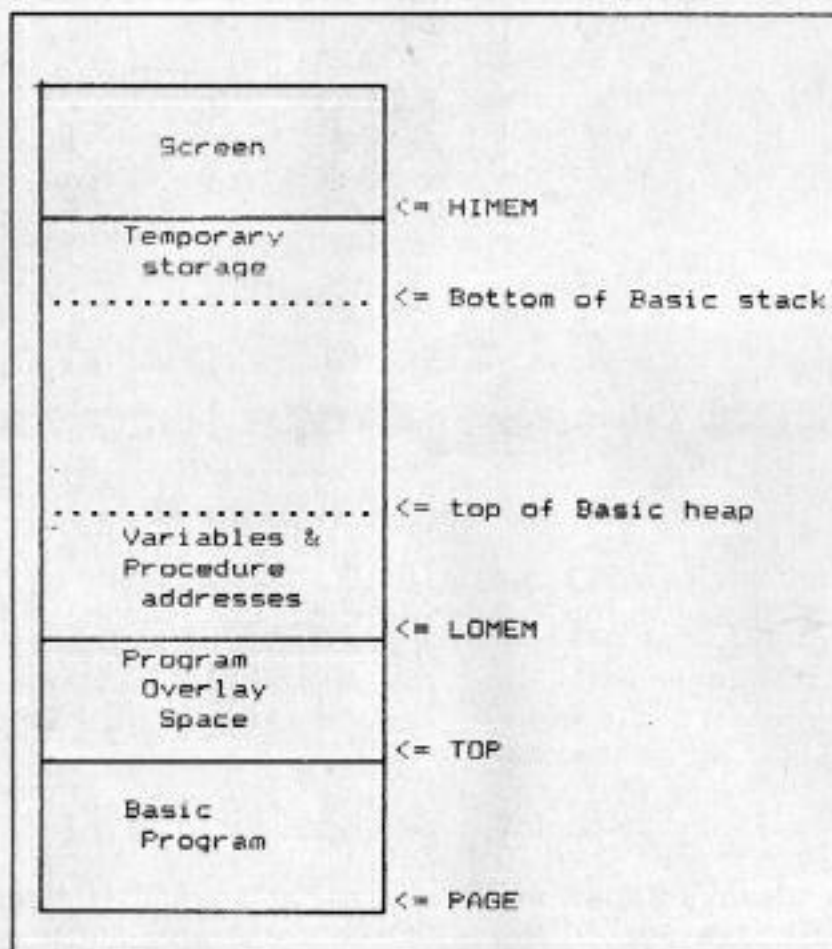


Figure II: Memory arrangement of a Basic program with overlays

changing the place where the heap starts. But we must do this before we define any variables or call any procedures.

Line 40 of Listing I creates a gap of 1k between TOP and LOMEM and this is the space the overlays will be loaded into. Figure II shows this new arrangement.

The next step is to organise the actual overlay loading. What we need is a procedure that can load the

overlays and merge them into the control program while the program is actually running.

At line 50 we set a variable to hold the address that the overlay will be loaded to and we write a procedure that takes a file name as a parameter and loads it as an overlay – unless it has already been loaded.

Type in Program I, the overlay control program and save it as *Control*, then clear the memory with NEW.

Now we need the overlays used in the control program. Each overlay looks like a Basic program, but only contains procedure definitions.

Type in Program II and save this as *One*. Clear the memory again with NEW and enter Program III, saving this as *Two*.

The first thing to notice is

```
5000 REM Overlay Two
5010
5020 DEF PROC2.A
5030 PROCprint('A')
5040 PROCspace
5050 ENDPROC
5060
5070 DEF PROC2.B
5080 PROCprint('B')
5090 PROCspace
5100 ENDPROC
5110
5120 DEF PROCprint(proc$)
5130 PRINT'Entering PROC2.'
proc$
5140 ENDPROC
```

Program III

that the two overlays can have the same line numbers – as long as you don't use GOTOs, GOSUBs and RESTORE line number, it doesn't matter what line numbers are used.

Next it is very good practice to prefix each procedure or function name with a couple of characters which are unique to that overlay, in this case 1– and 2–.

This protects against accidentally using the same procedure name in two different overlays which can be fatal because of the way BBC Basic works.

Each procedure calls PROCspace which sits in the control program – any routine which will be used by more than one overlay must be in the control program. Any routine which will only be used by one overlay should reside in that overlay to save space.

You are now ready to try out the overlays so CHAIN the control program. As you select the menu items the overlay needed is loaded unless it is already in memory.

When the quit option is selected the last overlay is removed by setting the old TOP of the program again.

This is done because if you leave the overlay in place, modify the control program and then SAVE it, the new version will also contain the overlay.

And there it is, a useful way of getting around the memory limitations of the Electron and extending the size and power of your Basic programs. ■

```
10 REM Overlay Control
20 REM by Steve Turnbull
30 REM (c) Electron User
40 LOMEM=TOP+8400
50 top$=STR$(TOP-2)
60 old$=""
70 REPEAT CLS
80 PRINT'Overlay Control'
90 PRINT'-----'
100 PRINT'
110 PRINT'1. Overlay One'
120 PRINT'2. Overlay Two P
roc A'
130 PRINT'3. Overlay Two P
roc B'
140 PRINT'4. Quit'
150 PRINT'
160 PRINT'Your choice?';
170 REPEAT
180 KX=INSTR('1234',GET$)
190 UNTIL KX>0
200 CLS
210 IF KX=1 PROCovr('One')
:PROC1.A
220 IF KX=2 PROCovr('Two')
:PROC2.A
230 IF KX=3 PROCovr('Two')
:PROC2.B
240 UNTIL KX=4
250 !EVAL('G'+top$)=&FF00
260 END
270 DEF PROCspace
280 PRINT'Press space to c
ontinue';
290 REPEAT UNTIL INKEY=99
300 REPEAT UNTIL NOT INKEY
-99
310 *FX15
320 ENDPROC
1000 DEF PROCovr(new$)
1010 IF new$=old$ ENDPROC
1020 OSCLI'LOAD "+new$+"
top$
1030 old$=new$
1040 ENDPROC
```

Program I

```
5000 REM Overlay One
5010
5020 DEF PROC1.A
5030 FOR i=1 TO 10
5040 PRINT'Overlay One'
5050 NEXT
5060 PROCspace
5070 ENDPROC
```

Program II

Get knitting on your micro with *Knitwear Designer*

Now you can use your BBC Micro or Electron to design perfectly-fitting knitwear – then print out the complete pattern.

It's the biggest development since the home knitting machine – and it's so simple to use. Now anyone can use a computer to design knitwear to individual measurements and then produce row-by-row knitting instructions on the printer.

YOU CAN:

- Work with any yarn, from fine cottons to chunky wools
- Enter your natural tension and the pattern adjusts to the way you knit
- Select from three preset patterns – Raglan sleeve, drop and square shoulder
- Use the Freehand program to produce custom designs

Say goodbye to badly-fitting home knitting. With one of the five programs included in the package, and using the clearly written manual, you can produce perfect results every time.

£8.95
Cassette

Also available on disc for use on the Advanced Plus 4 and Slogger SEDFS.

£9.95
5 1/4" disc

DATABASE PUBLICATIONS



To order
please turn
to the form
on Page 133

USER PORT

NEW VERSION WITH ROM SOCKET

Also New Product "EPROM PROGRAMMER"
Programs all standard 8, 16, 32K Eproms, Plus Cmos devices

Prices:

User Port	£29.95
User Port & Art Software	£34.95
Eprom Programmer	£29.95
Radio Teleprinter Software	£4.95

For further details on any of the above,
just send an S.A.E. to:

PROJECTExpansions

5 TEAL CLOSE, FAREHAM, HAMPSHIRE PO16 8HG
Tel: 0329 221109

The Friendly Electron Club

Electron owners—At last a club devoted to your needs

- Regular news letters
- Discount on selected hardware and software
- Help and advice page
- Competitions
- Hardware and software reviews

All this for £3.50 per annum!

For details send large S.A.E. to: The Friendly Electron Club, Four Star House, 46 Sunnymead Avenue, Gillingham, Kent ME7 2DZ

ADVERTISERS' INDEX

21st Software	35
Advanced Computer Products	8,9
C&F Associates	12
Database Software	28,51
Epic Software	38
Mithras	62
Peter Donn	62
Project Expansions	62
Slogger	14,15
Software Bargains	7
Superior Software	2,4,63,64
The Friendly Electron Club	62
Towerhill Computers	54
Voltmace	24

MITHRAS SOFTWARE

Best selling software for your Electron at Bargain prices

	RRP	Ours		RRP	Ours
Graham Gooch Test Cricket	9.95	7.50	Scott Adams Scoops	9.95	7.50
Spy V Spy	9.95	7.70	The Lost Crystal	12.95	10.65
Omega Orb	7.95	6.50	Outbridge	7.95	6.50
Around World 40 Screens	6.95	5.95	Kot Trilogy	9.95	7.50
Sphere of Destiny	7.95	6.50	Dodgy Geezers	8.95	6.95
XOR	9.95	7.50	Kayleth	7.99	5.95
Phantom	7.95	6.50	The Adventure Creator	14.95	12.95
Tarzan	9.95	7.50	The Quill	16.95	12.95
Superior Collection Vol 3	9.95	7.50	Rick Hanson Trilogy	23.95	18.95
Superior Collection Disc	14.95	12.50	Rick Hanson	9.95	7.95
Acornsoft Hits Vol 1	9.95	7.50	Project Thesis	9.95	7.95
Acornsoft Hits Vol 2	9.95	7.50	Myoram	9.95	7.95
Paper Boy	9.95	7.50	Wheel of Fortune	7.95	6.50
Elite	12.95	10.95	Castle Frankenstein	5.95	5.25
Yie Ar Kung Fu 2	8.95	6.95	Quest for Holy Grail	5.95	5.25
10 Computer Hits 3	9.95	6.95	Kingdom of Klein	5.95	5.25
5 Computer Hits	6.95	5.95	Magnetic Moon	-	4.50
Five Star Games Vol 2	9.95	7.50	Rising of Salandra	-	4.50
Colossus Chess	9.95	7.50	The Nine Dancers	-	3.65
Impossible Mission	8.95	6.95	Wychwood	-	3.65
Ravenskull	9.95	7.50	The Puppet Man	-	3.65
Phantom Combat	9.95	7.50	Questprobe 1: The Hulk	-	2.95
Strike Force Harrier	9.95	7.50	Questprobe 2: Spider Man	-	2.95
Thunderstruck 2	7.95	6.50	Stolen Lamp	-	2.75
Future Shock	7.95	6.50	Adventure	-	2.75
The Big K.O.	7.95	6.50	Arrow of Death	-	2.75
Goal	7.95	6.50	Circus	-	2.75
Footballer of the Year	9.95	7.50	Escape from Pulsar 7	-	2.75
Beach Head	8.95	6.95	Golden Baton	-	2.75
Micropower Magic 2	7.95	6.75	Perseus and Andromeda	-	2.75
Micro Value	3.99	3.65	The Time Machine	-	2.75
Plan B	-	2.95	Ten Little Indians	-	2.75
Dunjunz	-	2.95	Warworks	-	2.75
Uranians	-	2.95	Wizard Akyez	-	2.75
Hunkidory	-	2.95	Stranded	-	2.75
Survivors	-	2.95	Forth	-	2.75
Blitzkrieg	-	2.75	Lisp	-	2.75
Super Pool	-	2.75	U.K.P.M	-	2.75
Flight Path 737	-	2.95	Football Manager	-	2.99

ALL PRICES INCLUDE P&P IN UK AND DESPATCH WITHIN 7 DAYS OF RECEIPT OF ORDER BY FIRST CLASS POST.

(Orders to Europe and Eire add 50p for each item. Worldwide add £1 for 1st and 50p for each other item. Please send cheque payable through a UK bank or arrange for payment by Postal Girocheque). Please Quote Electron (A BBC list is available on request) and send cheque or PO payable to:

MITHRAS SOFTWARE
PO Box 151, Mauken, Bedford, MK45 2YH
Tel: (0525) 402630

How to get your Electron to talk to an IBM PC

(or a Spectrum or a Commodore or an Atari or a BBC... or ANY other computer).

Language problems become a thing of the past when you join MicroLink. Now you can use your Electron (plus your telephone) to send messages to any other computer user, with no restriction on make of machine –

or even on distance.

Details from 061-456 8383

microLink *electronic mail and much, much more!*

BBC/ELECTRON 'IMAGE' V.2

'IMAGE' was the ultimate tape back up system
now, it's even better

You can be completely assured that this is the best and most able program of its type available. It can deal with:

- Locked programs
- Programs of any length
- 300† and 1200 BAUD
- Files
- ?'s (Ctrl codes) in Filename
- Multiple back ups
- False or trick block info.
- Changing Filename†
- Continuous data stream†
- Locking and unlocking programs

It is VERY IMPORTANT INDEED purchasers take note that 'IMAGE' is for sale strictly for making BACK-UPS of your own software for your own use, for protecting your own programs, or as an aid to putting software on disk. Any person found using the program for illegal purposes runs the risk of being prosecuted.

To receive your copy of 'image', send a cheque or P.O. for the sum of
An Astounding £5.80 to:

**Peter Donn, Dept. EU, 18 Tyrone Road,
Thorpe Bay, Essex SS1 3HF**

Please state BBC or Electron version. V.1 owners can obtain V.2 by sending £1.50 + V.1
AA269 without case †BBC version only



REPTON

Around the World in 40 Screens



Repton Returns ... to Conquer the World

After the success of Repton 3, we were overwhelmed with requests for us to publish another set of screens for the game. We have now produced 40 new screens which, although enticingly amusing, are even trickier to complete than the original 24 screens of Repton 3.

These new screens feature Repton voyaging around the world. In America, Repton is a sheriff with a penchant for hamburgers and whisky; his job is to jail all the bandits and avenge the Red Indians. The Arctic sees Repton as an eskimo being "hotly" pursued home to his igloo by polar bears and penguins. Across to the Orient, and Repton is a kung-fu master amongst the pagodas, rickshaws and Chinese dragons. Repton becomes a deep-sea diver in the Oceans; he searches for pearls around the rotting shipwrecks which are inhabited by dangerous octopuses and squids. Finally, in Africa, Repton reaps his rewards by defeating the tribesmen, caging the parrots, and collecting the apples, bananas and pineapples — whilst watching out for falling coconuts!

Each copy of Around The World in 40 Screens includes:

- the Repton 3 main program,
- the Repton 3 editor, and
- the 40 new game screens.

BBC Micro Cassette£6.95

BBC Micro 5¼" Disc£7.95

BBC Master Compact 3½" Disc£9.95

Acorn Electron Cassette ..£6.95

(Compatible with the BBC B, B+ and Master Series computers).

The screen pictures show the BBC Micro version of the game.



THE SCREEN EDITOR



THE CHARACTER EDITOR

PRIZE COMPETITION

If you complete all 40 screens of Around The World, you can enter our competition. Prizes include £200 in cash, with Repton mugs, badges, pens and certificates for runners-up. Closing Date: 31st January, 1988.



FREE REPTON BADGE WITH EVERY GAME SOLD

A colourful Repton badge is included free with every cassette or disc of Around The World in 40 Screens.

SUPERIOR
SOFTWARE
Limited

ACORNSOFT

Please make
all cheques
payable to
"Superior
Software Ltd".



24 HOUR TELEPHONE
ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

Dept. A2, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

COMPATIBLE WITH THE BBC B, B+, MASTER SERIES, AND ACORN ELECTRON

CODENAME: DROID

Stryker's Run - Part 2



The Dramatic Loading Screen



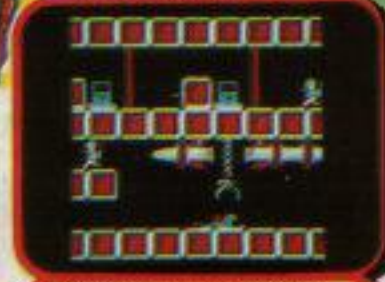
Climbing up a rope
(SURFACE DEFENCE)



Flying with a jet-pack
(ANCIENT SHRINE)



The elusive "Herbert" Droid
(CREW'S QUARTERS)



Crawling under a crane
(MISSILE FACTORY)

Commander John Stryker is back in CODENAME: DROID

Stryker's Run was one of our most successful releases of 1986. It stayed at the top of the BBC Micro software charts for six weeks and received several glowing reviews: "The graphics are stunning... This should be in every collection" enthused A & B Computing.

Now CODENAME: DROID presents a new challenge for Commander John Stryker. He has been commissioned by the Allied Nations to undertake another perilous mission in their continuing struggle against the warmongering Volgans.

His task is to locate and seize the Volgans' latest weapon: a new spacecraft (codenamed the Z11) which is equipped with the revolutionary matter/anti-matter warp drive facility. Stryker must land on the mysterious planet Volga, penetrate the Volgans' underground defence systems, find the spacecraft and requisition it.

As Stryker descends below the planetary surface, he will pass through 4 different zones of Volgan activity:-

- The Surface Defence — an array of steel girders, ropes and chains lies coldly between the crusted white rock walls.
- The Ancient Shrine — a stone-walled temple bedecked with hideous gargoyles and rusting chandeliers.
- The Crew's Quarters — the Volgans' relaxation area: tables and chairs are arranged invitingly amongst the essential ventilation pipes.
- The Missile Factory — clinical pseudo-metallic walls surround the missiles, bombs, and computers of the evil Volgan race.

Your character in the game can jump, run, kneel, crawl, climb up and down ropes, fire his laser blaster and drop mines. He can also fly for short distances using his jet-pack, and access information via his wrist terminal computer.

HELLO



BBC Micro Cassette..... £9.95 Acorn Electron Cassette... £9.95
BBC Micro 5¼" Disc £11.95 Acorn Electron 3½" Disc. £14.95
BBC Master Compact 3½" Disc £14.95

The screen pictures show the BBC Micro version of the game. The graphics of the Acorn Electron version are identical.

Prize Competition

If you complete the entire CODENAME: DROID mission, you can enter our competition. Prizes include 1 talking remote-controlled robot, 5 small remote-controlled robots, £150 in cash, and competition certificates. Closing Date: 29th February, 1988.

SUPERIOR SOFTWARE
Limited

ACORNSOFT

Dept. CD5, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453.

Please make all cheques payable to "Superior Software Ltd".



24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.